

Official UK

ISSUE 83

PlayStation® Magazine

FOOTIE FESTIVAL

- Pro Evolution Soccer
- Sven Challenge
- Sven Manager
- Alex Ferguson's Player Manager 2002
- Total Soccer
- Goal Of The Month

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NEW Harry Potter revealed • Delta Force: Urban Warfare • Cubix reviewed • Planet Of The Apes • Panzer Front Bis ET preview • Metal Slug X • PLAY Alone In The Dark and Alfred Chicken • Be OPM's Ultimate Gamer! AND LOTS MORE...

Virtua Fighter 4

TM

COMING SOON



SEGA

uk.playstation.com



PlayStation 2



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● **Alone In The Dark: The New Nightmare**

Playable

● **Rollcage Stage II**

Playable

● **Metal Gear Solid: Special Missions**

Playable

● **Star Trek: Invasion!**

Playable

● **Muppet RaceMania**

Playable

● **Alfred Chicken**

Playable

● **Mr Driller**

Playable

● **Total Soccer**

Playable

● **Sphere**

Playable

● **Haunted Maze**

Playable

You've Come To The Right Place

START-UP



The World's Best PlayStation Magazine

Official UK PlayStation Magazine

ISSUE 83
April

Only in this month's
game-rammed issue

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Of The Year
1998 and 1999

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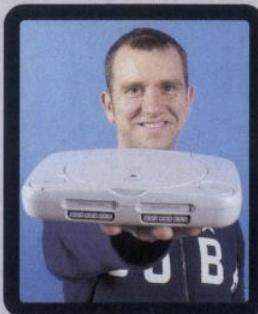
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WATCH OUT!
"Where publishers think they can make a quick profit, they'll try and make a quick profit"

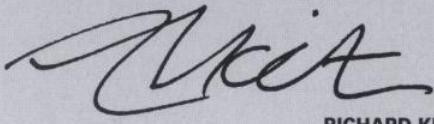


We love footie and we love playing footie games. And, this being a World Cup year, publishers are sure that we - and you lot - will want to buy at least one football game.

Which means we should all be careful of getting ripped off. Where publishers think they can make a quick profit, they'll try and make a quick profit. Take *Pro Evolution Soccer* (p.40). This is an update of the best ever footie game, *ISS Pro Evolution Soccer 2*. But pretty much all Konami has done is update player names and changed some loading screens. So if you already have *ISS2* all you need to do is muck around with the player edit, close your eyes on the loading screens and you've got yourself £30 of new game! It's not right.

This is the sort of thing people expect from EA's *FIFA* series: dubious updates at extra cost. And *FIFA World Cup 2002* might be the same kind of con-trick. Shoot over to page 16 to have a look at how the game is coming along, but wait for the review before you buy it. Because it's only with reviews that you can be sure you're reading about the same game you're going to buy. That's when we see the finished code, the one that'll be in the shops.

So while we're excited about *Sven's World Cup* games (p.26), *Delta Force* (p.8), *Metal Slug X* (p.6), *Alex Ferguson's Player Manager* (p.14), *Formula One* (read The Hack on p.11) and all the other great games coming your way we do have one warning: we thought *Cubix* might be good... skip to p.44 to see for yourself...


RICHARD KEITH
EDITOR

Write and tell us what you think

Got something to say about the issue or PS1? Then send your thoughts, queries, rants and raves to:

OFFICIAL PLAYSTATION MAGAZINE
Future Publishing, 30 Monmouth Street, Bath, BA1 2BW
E-mail: opm@futurenet.co.uk Text: 07764 175885

→ **BYTE BACK** We love your letters. C'cept for the crap ones which we chuck in the bin p.58 • **COMPETITIONS** Top prizes on the extra large side. Yay! p.98

Official UK PlayStation Magazine

Playable demos

Accurate reviews

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The latest PlayStation malarkey **page 08**



Hungry Beast Of Justice

It's so bad we eat the evidence **page 46**

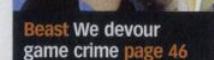


Bargain Bucket

Grand Theft Auto 2 going cheap **page 52**

Tip the balance

The Daddy gives it large **page 64**



Hall of game

Champions League results here **page 95**

Give games a socking

Solutions and secrets that sizzle



● **Top Tips.** We help you to beat *Alone In The Dark 4*, *Driver 2* and *c-12* with the big OPM hints stick **page 62**

● **Final Fantasy VI** Our essential new masterclass for Hironobu Sakaguchi's much-delayed epic **page 66**

FIFA World Cup 2002

Top football tournament action p.18

● **Goal!** We sneak a peek at all the new features in this great new game!

● **Talk!** The producers spill the beans on who they think'll win the World Cup! And tell us about the game...

● **Win!** 10,000 Euros (that's £6,500 in real money) could be yours if you're a bit bloody good at *FIFA 2002*



Not long now: Until World Cup fever begins

station Magazine

Exclusive info Expert tips

→ If you want to play games

A demo disc chocked full of gaming heavyweights and the rather spiffing Net Yaroze classic *Total Soccer*



- **Disc Inferno** from page 81. All this month's essential disc info
- **Rayman Rush** One limbless rabbit, some crazy platform racing and a hint of Gallic charm all boiled into this month's top demo. And a chance to win *Rayman* goodies, naturellement
- **Alone In The Dark 4** We'll stay behind the sofa while you try and crack this spooky adventure, if it's all the same to you. Plus, beat the demo and win your very own, er, statue

→ If you want to buy games...

Seven games head nervously to OPM's review chamber, not all will survive...



- **Panzer Front Bis** The long awaited follow-up to the best tank game ever. Can *Panzer Front* still do the Bis-ness? **page 32**
- **Pro Evolution Soccer** PS1's finest football series comes down with a touch of the *FIFAs* **page 40**
- **Cubix** The new TV series will be huge they tell us. But how about on PlayStation eh? Take a look **page 44**

→ So you think you can play...

If you fancy yourself as a bit of a player here's the place to prove it. Come and have a go!



- **Challenges** *Rayman Rush*, *Alone In The Dark 4*, *Rollcage Stage II*, *Metal Gear Solid: Special Missions*, *Star Trek: Invasion!* and the mighty *Total Soccer*. Are you gamer enough for them? From **page 81**
- **Other cool stuff** The *Goal Of The Month* and *Run Of The Month* competitions keep on trucking **page 93/94**

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New Games Galore!



Somewhere in this very magazine is a secret compo. A prize awaits...

Win!

A huge stash of *The Simpsons* goodies, a TV and a DVD player! **p.98**
PLUS! The chance to bag 10,000 Euros (£6,500) by playing *FIFA* on **p.23**



Glimpse OF THE FUTURE

A SNEAKY PEEK AT THE GAMES OF TOMORROW...

Metal slug X

- ④ ULTRA-ADDICTIVE SIDE-SCROLLING BLASTING ACTION
- ⑤ PIXEL-PERFECT CONVERSION OF SNK COIN-OP
- ⑥ ENTERTAINING COMEDY TWO-PLAYER CARNAGE
- ⑦ THE MOST RIDICULOUS POWER-UPS EVER



The late-lamented SNK was one of Japan's finest coding houses. True master of the coin-op art, it fashioned hyperactive hit-after-hit through the '90s. Now, one of its last PS1 titles, the classic side-scrolling run-and-gun shooter *Metal Slug X* is finally coming to the UK.

Featuring power-ups that make you grow a moustache and pile on the pounds, to foes that make you into mummies and guns that fire wild dogs at your enemies - *Metal Slug X* aims to inject a shot of originality into an old skool genre. Although as you'd expect the two-player American smash also features such staples of the genre as mean-as-you-like bosses, a veritable army of baddies and an array of vehicles which our heroes can climb in. Including a camel.

Yes it'll be shallow, yes it won't be huge, but as anyone whose blown their cash on an SNK machine before will testify - it'll be noisy relentless fun too. *



War is hell. Well, it's meant to be. But your foes' expressions in MSX are ridiculous. It's so Monty Python





"Power-ups that make you grow a moustache and pile on the pounds"



← **Headscarf Hunter**
SNK's character art remains as heavily stylised as ever. Cartoon kids with big eyes and big guns? In droves...



Tanks for everything. The bosses in MSX are certainly, er, boss. Sending the difficulty level through the roof!

LOADING...

NEWS

SCOOPS

RUMOURS

GOSSIP

IN THIS MONTH'S NEWS-FEED...

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OPM'S ULTIMATE GAMING CONTEST

Take the first step to becoming a professional games player →

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DIGIMON

Digimon Rumble Arena enters the battle for a UK release →

PAGE 12



PLANET OF THE APES

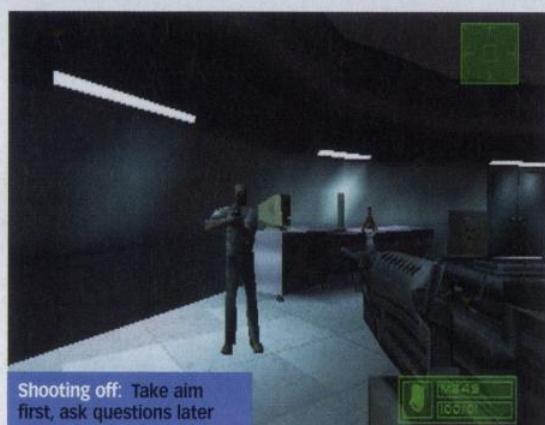
The long-awaited simian adventure is lined up for a summer release →

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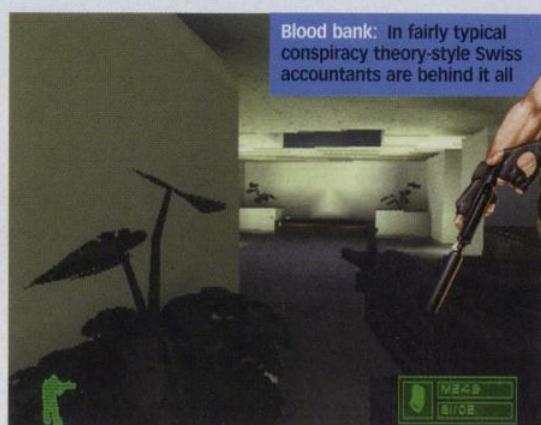


HARRY POTTER

The Chamber Of Secrets is sure to cast its spell on PS1 owners when it's released this Christmas →



Shooting off: Take aim first, ask questions later



Blood bank: In fairly typical conspiracy theory-style Swiss accountants are behind it all



SOLDIER, SOLDIER

WHEN JUNE WHO NOVALOGIC WHERE WWW.NOVALOGIC.CO.UK

EXCLUSIVE! Shhh! A crack team of US soldiers are sneaking PC-style blasting action onto PlayStation



PC conversions have a mixed history on PlayStation. For every *Quake II* there's been a *Hidden & Dangerous*. So when console newbies Novalogic turned up at OPM towers with *Delta Force: Urban Warrior* the first console instalment of the ever-popular PC series we were slightly dubious. And when they promised to show us a first-person shooter that seamlessly combined *Metal Gear*-style stealth with *Medal Of Honor* action, you'd forgive us for feeling a certain incredulity.

"We'll eat our hat if it's as good as they say," we muttered. And lo and behold, now our mouth has a soft and velvety taste to it. Because *Delta Force: Urban Warfare* is shaping up very promisingly indeed.

At its most basic *Delta Force* is a soldier sim. Accordingly, there is a plot (a paranoid American thing about a hardline Soviet splinter group rising up against the US of A – see every Tom Clancy book ever) there are 12 missions and, yes, there are even badly scripted cut-scenes. But *Delta Force* is all about destruction. Blowing lots of things up and blowing them up quickly. So expect stun guns, sniper rifles, remote-control mines, knives, machine guns, grenades, assault rifles and all manner and make of pistols and not subtlety.

But this arsenal would have been as nothing without 3D environments which keep their shape when the pace picks up and decent AI. Indeed, this is where FPSs on the PS1 have often come undone. Importantly then, Novalogic is looking to add some intelligent new features to the

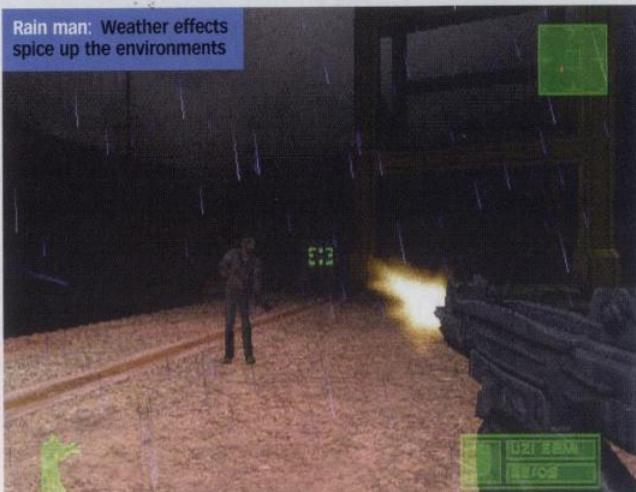
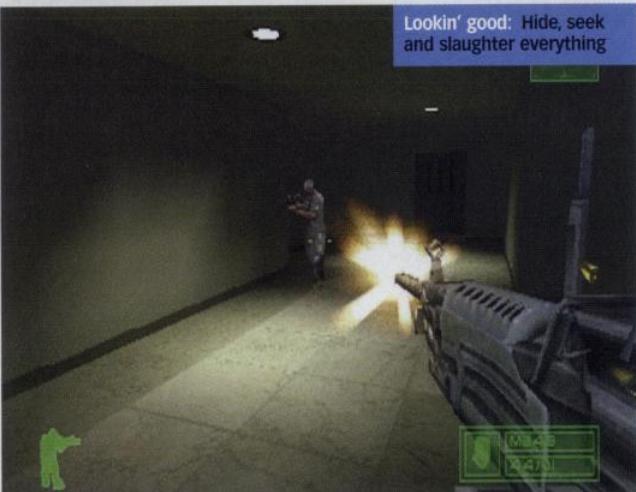
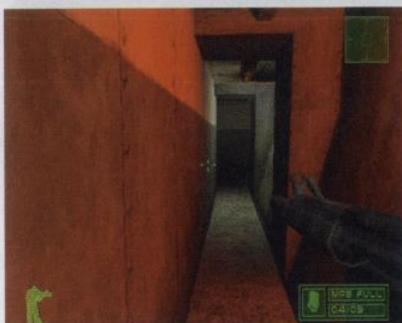
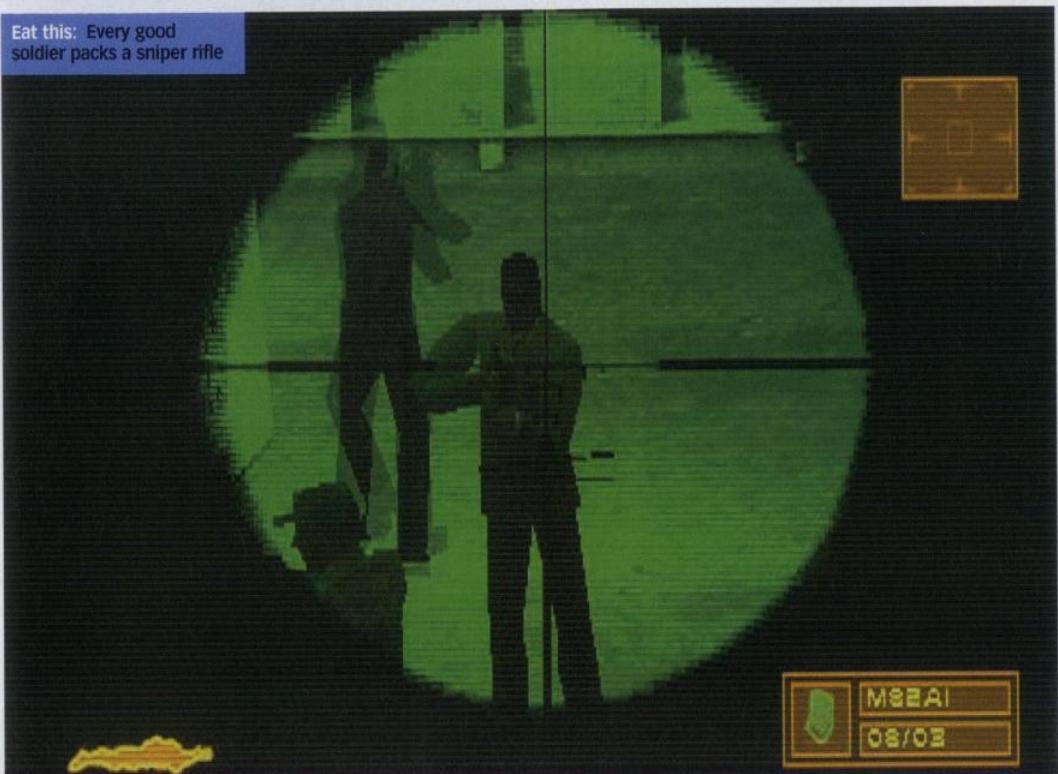
Fear effect: *Delta Force* is as tension-filled as *MGS*

game environment that'll ensure *Delta Force* keeps your interest. For instance, you'll leave a blood trail if injured, alerting terrorists to your presence. And rather than rushing in like a team of badly trained A-team goons to attack, the terrorists will try to flank you, and even cover each other's sorties. Clever stuff.

Add night combat, a variety of locales and weather effects and you realise that Novalogic has big ambitions for its PlayStation debut. Expect a full preview next month. ☺

"Novalogic has big ambitions for its PlayStation debut"

Eat this: Every good soldier packs a sniper rifle



MISSION IN ACTION

OPM 'CHUTES DOWN TO SEE HOW DELTA FORCE IS SHAPING UP...

Delta Force: Urban Warfare sets the US SAS wannabe's (the self-same Delta Force) on the trail of Red Mercury (ex-Soviet terrorists). Here is an exclusive sneak glimpse of the game's opening levels.

MISSION 1

Warehouse, Tijuana, Mexico

1. Forensics from a terrorist attack lead you to this suspicious warehouse in an isolated backwater of Mexico. We've got a baaad feelin' about this.
2. It quickly comes apparent that the hitherto innocent looking warehouse is full of unfriendly guards that are armed to the teeth...
3. And who prefers to shoot first and ask questions later. What's the betting a criminal mastermind is behind all this?



Be-warehouse: Arms dealers hunt you

MISSION 2

Contact Intercept, Vancouver, Canada

1. It turns out there's some kind of meeting going down at the docks. Nice weather for an arm's dealer/terrorist tête-à-tête.
2. It takes judicious use of the sniper rifle and even a little stealth to make it into the hull of the ship safely. Now, where's this meeting going down?
3. But once you're discovered all hell breaks lose. It's The Usual Suspects all over again.



Red sea: Sneak aboard the ship



LOADING...
You Saw It Here First

OPM'S ULTIMATE GAMING CONTEST

WHEN NOW WHO YOU WHERE HERE

CHALLENGE! Are you the UK's greatest gamer? Here's your chance to prove it!

→ Do you think of yourself as a prince among PlayStation owners? An OPM god of Olympian stature? Or are you just blimmin' good at playing games...

Whatever, if you're tired of trashing your baby-sister at *Tekken*, now's your chance to get involved in a real competition, with real prestige and tremendous prizes. Because OPM's Ultimate Gaming Contest 2002 is out to find the UK's best PlayStation gamer.

It's very simple. First you have to register with us using the form below. Then, get a load of friends together, organise a playing night at your local pub/college/school/workplace/funny farm and hold a tournament of *ISS/Pro Evolution Soccer*, *Tony Hawk's 2*, *Tekken 3* or *Gran Turismo 2*.

If approved, the winners of all your tournaments will be invited to our regional finals. And the winners of that will qualify for our national championship showdown. (Phew!) So what are you waiting for? Let the battle commence! **→**

MEET

THE PROFESSIONALS

Amazingly, some people already earn their living playing games. You could join them!



Name: Fatal1ity

Twenty-year-old American, Fatal1ity (real name Johnathan Wendel) is currently the number one gamer in the Western world. He's earned over £100,000 in the past two seasons.



Name: Sujoy

Veteran Sujoy Roy is the most famous gamer this country has ever produced. And judging from his many appearances on TV and magazines, he's a bit of a media tart.



Name: Killcreek

Stevie Case (aka Killcreek) made her name as a pro gamer before being lured away from the circuit by famous games designer John Romero and, ahem, Playboy shoots.

YOUR CUT-OUT-AND-KEEP GUIDE TO KEEPING ON THE UGC STRAIGHT AND NARROW

- 1 Using the form on the right tells OPM where and when you're organising your event.
- 2 We'll mail you back with an information pack and a sheet on which to record your gaming performances on the evening.
- 3 The results will be printed in OPM and we'll invite the winners to the regional finals.
- 4 Fourteen gamers will be plucked from the regional heats to go forward to OPM's top-notch national final.
- 5 A gaming star is born. Maybe.



FANCY A JOB?

**AS LUCK WOULD HAVE IT,
WE'RE HIRING...**

Well, not us exactly. But Future Publishing, the people behind OPM (and other top mags including *Official PlayStation 2 Magazine*, *PSM2*, *PlayStation Max* and *GamesMaster*). So if you're one of the legion of OPM readers who has ever begged us for a job, now's your chance to shine.

If you fancy living the dream that is being a full-blown games journalist, and are over 18, send us a 250-word review of the last game you played (making sure to tell us the best secret you find) and send it, plus your name, address and a contact number to:

Give Me A Job!, Games Division, Future Publishing, 30 Monmouth Street, Bath, Avon BA1 2BW.

Alternatively email games_journo@hotmail.com typing 'Give Me A Job!' as the subject.

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Name of organiser:

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Date and time of competition:

How many contestants are you expecting?:

Which game(s) will you be contesting?:

TO ENTER UGC RETURN THIS COUPON TO: 'I Am The Greatest', OPM, Future Publishing, 30 Monmouth Street, Bath BA1 2BW by 18 April 2002.

THE HACK

GOSSIP! Welcome back to the hottest news column in town. These whispers are so alive that if you put your ear to the page, you'll hear a pulse



Back for more elitist news from the man who hears everything? Good to see you've got taste and a desire to know what's going down in PS1 town. This month, I enjoyed a tour of the country, setting up fake confession boxes in all the churches neighbouring the big publishing players. Little did those development fools know that it was not a priest sworn to secrecy on the other side of the confession screen, but I, The Hack! Ha ha ha, and I am sworn to tell you lot everything I hear.

A few months back a Sony mole let slip



Last year's formula: *Formula 1 2001* is getting more than a livery change for the 2002 season.

favour by letting slip more info. *F1* is not going to be a simulation, but an arcade game. With pick-ups aplenty and cute graphics to boot, it'll be more accessible and have less of the boring gear ratio nonsense. On the shelf mid-July, preview way before that.

For some reason, Sony is trying to stop the trading of Net Yaroze kits. As already reported, professional PS1 development kits have been floating around the black market much to Sony's horror, but now concerns have arisen about the learner programmer's favourite tool. Suggestions have been made

INFO CANNON

KOCH ROCK
Following hard on the wheel treads of *USA Racer* (review page 38), German game giant Koch has announced yet another game in the *Racer* series. The imaginatively-titled *London Racer 2* pockers up in May, comes with music supplied by Kiss FM and will retail at the luvverly-jubberly price of £13. "Don't expect *Gran Turismo* though," warns Koch.



YOUR NAME'S NOT DOWN
Sheffield-based club Gatecrasher is planning a move onto PlayStation. The titan of all things trance is following the lead of rivals Ministry of Sound, who has already had several titles released through Ubi Soft. Super smashing great and indeed, banging.

GET READY TO RUMBLE!

WHEN 2002 WHO INFOGRAMS WHERE WWW.DIGIMON.COM

DIGIVOLVE! More Digi-mental offerings on the way

→ Making its entry onto PS1 with fists-a-flying is the fourth *Digimon* game in the series, *Digimon Rumble Arena*.

A cartoon beat 'em up in the mould of Nintendo's *Super Smash Brothers* series, *DRA* sees you fighting through a story mode as one of 24 *Digimon*. Each man-o-man battle takes place in one of seven themed arenas (one is set in a mine that constantly revolves, for example) where collecting power-ups and generally beating ten bells of *Digidoo* out of each other is the order of the day. Fight well and you'll evolve, with each battle preparing your *Digi* for a final showdown with Reaperson.

DRA promises simple arcade fun then, and with a two-player mode is bound to be an attractive proposition when it's released in the UK... and there's the rub. Because *Rumble Arena* joins a backlog of tasty-looking *Digimon* games awaiting release in this country. *Rumble Arena*, *Digimon World 2* and *Digimon Digital Card Battle* should all hit the UK soon. But no publisher is willing to confirm exactly when. You'll know when we know **→**



"After the phenomenal *Super Bub*, join The Hack in hoping that the Net Yaroze lives forever"

that this season's F1 game was going to arrive in a whole new form, but he was too scared to say more in case Sony had him tied up, gagged and thrown into the cellar. After I guaranteed his safety by passing him a fully loaded revolver, he returned the

that this is due to the fact that you can play pirated games on them, but no statements have been made. After the phenomenal *Super Bub*, join The Hack in hoping that the Net Yaroze lives forever.

The future's looking bright for PS1 releases. A new London-based developer, Asylum Entertainment, has signed several contracts with some of the big boys to develop its PS1 titles. What the first wave of releases will be is still slightly out of The Hack's sight. Worry not, keep an eye on the news section and I'll bring you more info as I sniff it out.

That's your lot for now. I'm off to relieve the stress of the month by having a good long dump with my copy of the Daily Sport. Until another full circle of the moon, take care out there, you crazy kids. **●**



Utter madness! If Sony stops Net Yaroze kits, we'll never see the likes of *Super Bub* again!

WHAT WOULD YOU do?

A s Nina, assassin babe from Ireland, you've been duking it out with bad-hair-day Paul and are getting rather tired of being pummelled by his Burning Fist – you know, the one all the button bashers rely



on. So you decide to try something different from the usual old *Tekken* tap-you-on-the-ankles move. Sure enough, the Burning Fist is being wound up again. Do you:

A See the hit coming and go for the *femme fatal* approach of a sexy coy Block, then nut the big hair on the chin? **TURN TO PAGE 67**

B Seize the opportunity to Reverse the missing member of Village People by grabbing his arm for a stint of Chinese burning? **TURN TO PAGE 94**

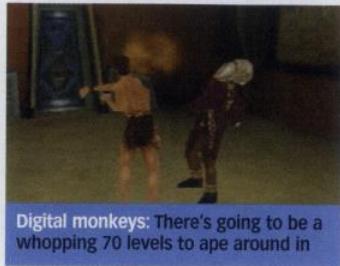


GOING APE

WHEN SUMMER 2002 WHO UBI SOFT WHERE WWW.UBISOFT.CO.UK

APE NEWS! At last! *Planet Of The Apes* set for release – two years late!

Ubi Soft's long-awaited licensed 3D adventure *Planet Of The Apes* looks to be finally limbering up for a PlayStation release. Visimare Studio's opus was first previewed in *OPM* way back in 1999, before succumbing to what can only be described as development hell. However, the simian starring title made a surprise reappearance on Ubi Soft's 2002 release list and now looks to be only months away.



Digital monkeys: There's going to be a whopping 70 levels to ape around in



Ape Escape: *POTA* might get released soon. Don't hold your breath though...

As previously reported, *Planet Of The Apes* consists of 70 levels that loosely follow the plot of Franklin J Schaffner's original 1968 film (rather than last year's disappointing Tim Burton remake).

POTA also offers a variety of playing modes (stealth and athletic sound particularly intriguing) and some fantastic baddies to blast when your brain needs a rest. *POTA* will be released in the summer unless it all goes Kong... more news next month @

INFO CANNON

KICK OFF
Ancor has confirmed that *Kick Off 2002*, the latest update in the classic soccer series, will hit PS1 later in the year. We've been told that not only is the PlayStation conversion as faithful as a hound, but it'll also retail for a bargain £10. The signing of the season, surely?



24 HOUR PARTY PEOPLE

Sony has announced details of 2 Converge, the first PlayStation 'lifestyle festival'. Taking place between the 4-6 May at Gunnersbury Park, West London this mother of all knees ups will feature DJs, games, extreme sports and bars. Tickets cost £18 and are available on 0115 934 8757.

CHAMBER POTT

WHEN XMAS 2002 WHO EA WHERE WWW.UK.EA.COM

FIRST NEWS! Magic! Harry P returns to PS1 in *The Chamber Of Secrets*



To the surprise of absolutely no-one, Sony Japan has announced that Harry Potter will be returning to PlayStation this Christmas. Entitled *Harry Potter And The Chamber Of Secrets* the second instalment of JK Rowling's opus is set to hit stores in December, to tie in with the second film.



Details are sketchy at the moment, but as the first game broke all existing sales records (and the PS1 *Harry Potter* bundle sold clean out) it's a safe bet that coding duties will remain with Brit super studio Argonaut.

Expect a formal announcement, first screenshots and more news in *OPM* very shortly. @

Official UK
PlayStation
Magazine

TOP 10 GAME CHART

OPM's Top 10 Game Chart is compiled in association with **GAME**

CONSOLE WARS*

PlayStation makes a killing!

PLAYSTATION 1	34.4%
GAME BOY ADVANCE	11.4%
GAME BOY COLOUR	9.1%
DREAMCAST	2.3%

* % of monthly UK software sales

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4. This voucher is valid from 22 March to 18 April, 2002.



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1	MONSTERS, INC SCARE ISLAND	<small>SONY</small>	<small>OPM80 8/10</small>	<small>OPM VERDICT BUY LEAVE</small>	6	THE SIMPSONS WRESTLING	<small>FOX</small>	<small>LAST MONTH: 4</small>	<small>OPM70 6/10</small>	<small>OPM VERDICT BUY LEAVE</small>
2	HARRY POTTER AND THE PHILOSOPHER'S STONE	<small>EA</small>	<small>OPM79 7/10</small>	<small>OPM VERDICT BUY LEAVE</small>	7	TONY HAWK'S PRO SKATER 3	<small>ACTIVISION</small>	<small>LAST MONTH: 6</small>	<small>OPM79 8/10</small>	<small>OPM VERDICT BUY LEAVE</small>
3	FIFA FOOTBALL 2002	<small>EA</small>	<small>OPM78 8/10</small>	<small>OPM VERDICT BUY LEAVE</small>	8	WHO WANTS TO BE A MILLIONAIRE? 2	<small>EIDOS</small>	<small>RE ENTRY</small>	<small>OPM77 3/10</small>	<small>OPM VERDICT BUY LEAVE</small>
4	PRO EVOLUTION SOCCER	<small>KONAMI</small>	<small>OPM83 10/10</small>	<small>OPM VERDICT BUY LEAVE</small>	9	THE ITALIAN JOB	<small>SCI</small>	<small>LAST MONTH: 10</small>	<small>OPM75 8/10</small>	<small>OPM VERDICT BUY LEAVE</small>
5	SCOOBY DOO AND THE CYBER CHASE	<small>THQ</small>	<small>OPM79 5/10</small>	<small>OPM VERDICT BUY LEAVE</small>	10	POWER RANGERS: TIME FORCE	<small>THQ</small>	<small>NEW ENTRY</small>	<small>OPM80 3/10</small>	<small>OPM VERDICT BUY LEAVE</small>

IT SHOULD BE A GAME

FANCY YOURSELF AS A TOP GAMES DESIGNER, EH? WRITE IN WITH YOUR ORIGINAL GAME IDEAS AND PROVE IT!

CRAZY TROLLEY RACERS BY ROBERT LITTLEMORE, LIVERPOOL

• THE CONCEPT

Get ready for the race of your life as you burn past baked bean towers, slide along soft drink soaked aisles and cause chaos at the checkouts in *Crazy Trolley Racers*! You start with a rusty old cage pulled from the river and can progress to the glittering heights of a souped-up chrome plated GTi (Gran Trolley Injection).

• THE PITCH

Forget the skill required to handle a WRC rally car, try driving one of these babies around. There are 20 different supermarkets to navigate and secret locations to unlock, such as the underground carpark and

the shopping mall. You can upgrade your trolley using parts from the local scrapyard. Gather speed by riding on the back axle or take out foes with the Trolley Spin Attack!

• THE VERDICT

We've all done it at one time or another. There's nothing like



gliding down the aisle of the local Tesco, grinning as you narrowly avoid the cornflakes display. Turning this pastime into a game is the next logical step. There's even the possibility of a *Tony Hawk's*-style sequel to keep the publishers happy. If you could get Dale Winton to do the commentary we reckon you'd be on to a winner here Robert.

FROM THIS...
TO THIS!

Want to see your game ideas brought to life? Send them to the address on page 4 and you could win a framed copy of OPM's version of your design!



Alex Ferguson

Alex Ferguson's PLAYER MANAGER 2002



Are you in the same
league as Sir Alex?

From the most successful football manager of his time comes *Alex Ferguson's Player Manager 2002*. Using Sir Alex's wealth of tactical knowledge of the beautiful game, this latest in the Player Manager series is the ultimate in realistic and in-depth football management action!

• Superb next 3D match view - see how your players are performing!

- Total realism including: agents, team training and individual player coaching
- Fully updated clubs, players and kits for 2001-2002 season
- Powerful tactics designer with team and individual player instructions
- Comprehensive after match analysis



"This game captures the real essence of football management"
- Alex Ferguson





FEATURE

Alex Ferguson's Player Manager 2002



ALEX FERGUSON'S PLAYER MANAGER 2002

Words: Lee Hall/Richard Keith



With the Man Utd supremo about to unleash a new version of his impressive management sim on the world, OPM has gone undercover and unearthed these hand-written notes from the man himself* and then asked Anco founder and Player Manager creator Anil Gupta to explain what they mean.

*In this case 'the man himself' isn't Ferguson. It's OPM. They could be Fergie's notes. They're not, though.

1



Shopping: Buying and selling is all-important

"If I took over Manchester United I would immediately sell Beckham and many other players, not Giggs. Some managers will pay crazy prizes for Beckham, but I know you can find bargains out there. For the price of Beckham I can have two brilliant midfielders taking half the wage."

sell Beckham? £50m?

3



Duties: Loading times have been reduced

"Loading times are still being worked on. Every time a game comes out you write about the loading times, which is unfair. We have managed to not have them all the time, but they do still occur. They're inevitable because we're pushing the machine to the limit."

Who are the best strikers? Cole? York? Sheringham? Scholes? Nistlerooy?

what about those loading times, then?

'High spirits' attribute? What does this mean for the team?

2



Partners: Great teams need complementary strikers

"It is crucial to find the right pair of strikers. Think of Keegan's Newcastle side. Andy Cole's great at finishing, and Peter Beardsley is a totally different player. You don't want players who play the same up front. So you want a passer who does not shoot so much to feed your main goalscorer."

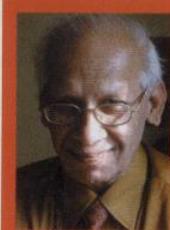
4



Balance: Get the tactics right for the player's skills

"If you get a player with high spirit he will chase the ball. You don't want a central defender with high spirit and stamina because he is likely to leave gaps in the defence. Think of Philippe Albert for that Newcastle team (see 2, above). He would run after the ball and take it forward, giving too much space for the opponent's attackers to run riot."

ANIL GUPTA



Anil, the man behind Anco, the company that is making Alex Ferguson's and Sven-Göran Eriksson's Challenge and Manager games (see page 26) and Kick Off 2002. Anil started his career selling

games at Spectrum fairs. As a tech-wizard and coder he has a very hands-on role in Anco's programming. He also has a talent for spotting young programmers, and making them into top developers.

5



Stat-tastic: Uncle Bobby says it isn't really like this

"We showed this game to Bobby Robson at Newcastle and he said, 'It doesn't work like that.' Leaving aside the stats – which means you have to work out how good a player is by looking at a spreadsheet – he said, 'The actual games aren't like that.' Yes, but if we had a totally realistic game of football it would be damn boring! So there's more action. If it was totally realistic it would not be worth watching."

is this like real life?

- note to self, ask Bobby R

who plays where? What does this new 'R', 'L' and 'C' stuff mean?

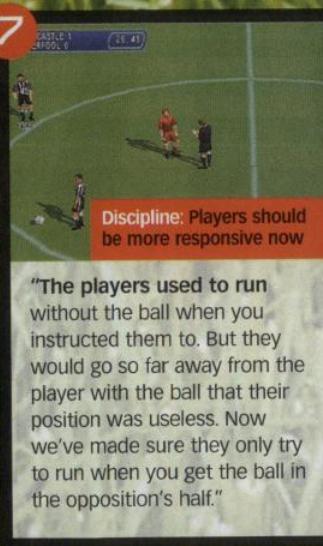
6



Left-footer: Check out where they should play

"We have included a new feature which shows how good players are on each side of the pitch. If, for example, 'R' shows dark they are very confident on the right. If it shows light they are just competent there. If it does not appear at all, then they are poor on the right."

7



"The players used to run without the ball when you instructed them to. But they would go so far away from the player with the ball that their position was useless. Now we've made sure they only try to run when you get the ball in the opposition's half."

Must be better at running with the ball

And crossing for that matter

Always watch the games

What does Martin think about it?

What about next year. shall I retire?
Must ask the wife...

8



"We have improved considerably on the crossing this year. Now players are far better at reaching the dead-ball line and still being able to put in a good cross."

9



Watch and learn: Once you're in, watch the team

"I need to watch about six games to understand how my team is working together, and then I watch the scanner. The scanner is also useful when you want to see how your team settles in."

11



"I think we will make another Alex Ferguson's Player Manager game for PlayStation, because we could not squeeze any new features into this one without losing something from what we already have."

Perhaps we can do a version without lower league teams and give people a chance to experience an even deeper taste of management. It is difficult to fit in everything we would like to include."

10



Train to win: Careful how much info you give!

We showed the game to [Celtic manager] Martin O'Neill and he said his greatest problem was getting his players to concentrate on more than one thing in any one game. Players have enough trouble carrying out one instruction on the pitch!"



FEATURE

FIFA World Cup 2002

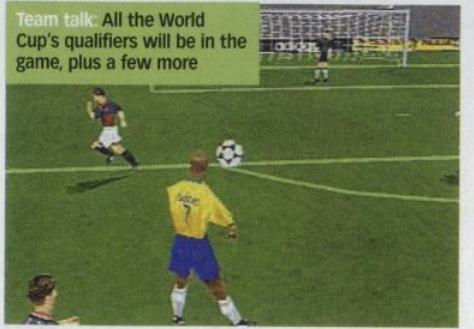
Hey, good looking. The player animations have slightly improved with the new version



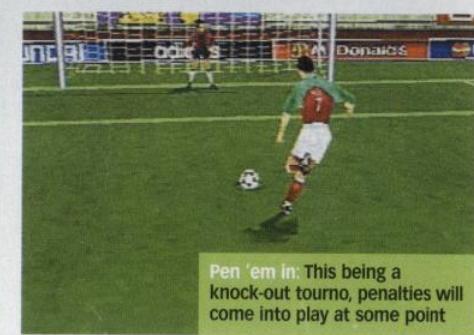
Rocking replay: See your World Cup-winning goals over and over



Team talk: All the World Cup's qualifiers will be in the game, plus a few more



Pen 'em in: This being a knock-out tourno, penalties will come into play at some point



Official
Exclusive!

The whole World... IN YOUR HANDS



Words: Richard Keith

THE FACTS



RELEASE DATE **APRIL**
 PUBLISHER **EA**
 DEVELOPER **EA SPORTS**
 NUMBER OF TIMES DAVID BECKHAM'S HAIR WILL CHANGE BEFORE THE SWEDEN GAME: **4**

How to win the World Cup this summer – without shifting off the sofa



The greatest show on earth starts in just two months and *FIFA World Cup 2002* plans to be the next best thing to pulling on an England kit and playing up front next to Michael Owen. And for Scottish, Welsh and Northern Irish readers, well it gives you plenty of opportunities to thrash the English...

Taking the redesigned engine that made up *FIFA Football 2002*, EA has fashioned a new game that enables you to be transported straight into Japan/Korea 2002. While there have been some changes to the game, what you essentially have is a rejigged *FIFA Football* with some of the kinks ironed out, some new features added and the best excuse for a football game ever... the blinking World Cup.

We popped over the Atlantic to see EA Sports' *FIFA* development team hard at work on *FIFA World Cup 2002* at their fantastic Vancouver base. The version we saw – and the one these shots are taken from – wasn't finished but was showing signs of being more than just an opportune cash-in on the greatest tournament in the world.

As you can see from England's glorious route to the final (what can we say, it's just the way it worked out!), the



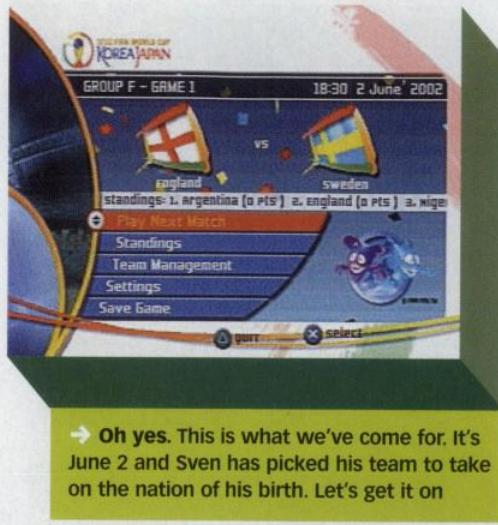
development team has crafted on some nice changes, including a new 'star' system, better dribbling physics and some cracking music. The new passing model is still there and it should now be easier to spot passes and runs, especially when playing with unknown teams. ▶

"More than just a cash-in on the greatest tournament in the world"



GroupStage

Kicking off in style



→ Oh yes. This is what we've come for. It's June 2 and Sven has picked his team to take on the nation of his birth. Let's get it on

England vs Sweden

Time for the turnips to bite back



Right off you can spot one of *FIFA World Cup*'s innovations. A handful of the world's best players have, instead of the usual arrow (as with Heskey on the right) a star above their bounces. So here a be-starred Beckham places a lovely pass to Heskey. The star system works much better for the more obscure teams, such as Senegal or Ecuador, where you usually don't know who the top players are. Spot that star over a striker's head and it's worth a pop on goal if you're in range.



1) Beckham has a star over his head, 'cos he's a star

2) He slips the ball with style to Heskey, who has no star...

3) All clumsy Emile gets is a nice little arrow.

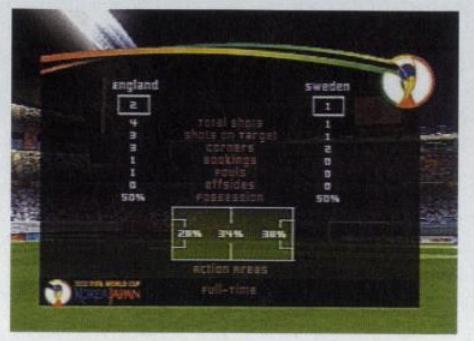
STARTING SMOOTHLY

→ Here we go, here we go, here we go. Heskey is clear through (below), nearly fluffs it but still manages to stick it in the onion bag. It's the winner! Player's individual control in *FIFA World Cup* has been refined from *FIFA Football 2002* (see England V Denmark on page 20). That's

enough for England to squeeze through the crucial first game and sets us up for a cracker of a match against the Argies! You get the same draw as the real thing so not winning the group could mean meeting France in the next round.



Shin it: Heskey blunders through the middle to score the winner



You guys: Bill (left) and Scott are backing Euro teams for glory

THE PRODUCERS

FIFA PRODUCERS BILL HARRISON AND SCOTT NEILSON TALK TO OPM...



Franchise producer Bill might be Canadian, but the man

is footie mad. "I love soccer, sorry football," he told *OPM*. And, apt for *FIFA*'s top man, it's goal-packed footie he loves best: "I'm a Spurs fan. I love the way they play. They're really entertaining, like when they went 3-0 up against Man U but lost 4-3, they might have lost the game but that was really exciting." As for his own skills, Bill says that when the *FIFA* team plays they usually stick him in goal these days!

And while he'll be backing England to win ("There's something about the chemistry of

the England team. Owen and Beckham...") he thinks France will be eating the big cheese come June 30.

PS1 producer Scott is backing Denmark for the Cup, the land of his forefathers. He also professed a soft spot for England but thinks the Argies will pip them to the title.

He pinpoints the change in dribbling as the key difference to *FIFA 2002*: "The ball physics has been refined and is much more realistic now. You get less control of the ball. We are really trying to give you the experience of each individual player [as he says this, Heskey stabs one off his shin and falls over, proving the point]."



TEAMWORK

WHAT ABOUT WALES, SCOTLAND, NORTHERN IRELAND AND...?



Only 32 teams reached the final stages of the World Cup.

That left a few really good sides – Holland, for instance – out in the cold. That doesn't mean that you can't take them to the ultimate title, though. Because eight extra teams are on the *FIFA World Cup 2002* roster (not to mention any 'hidden' teams that you might be able to unlock). EA hasn't made up its mind about which teams will be there but you can be pretty sure the Dutch and the UK sides will make an appearance.

THAT TROUBLESOME LEFT SIDE



→ The Hand Of God, the Boot Of Becks... we've got to put this one to bed. They might be the best but we can do 'em

England vs Argentina

Beckham gets revenge



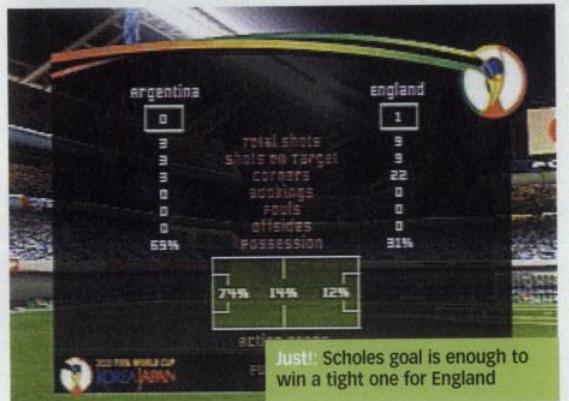
The passing model has been kept from *FIFA Football 2002*. So you have to be facing in the right direction and use **X** to ease up the power (using the power bar across the bottom of the screen) and then release the ball. This means you can play the ball into space (in the old *FIFA* you just pressed **X** to put it to people's feet all the time). Here our Mr Heskey tries to drop the ball back to Ashley Cole but misses his pass, forcing Cole to sprint back to save the day.



1 Putting the ball in space can lead to trouble when you're defending

2 Heskey tries to pick out a back pass to Ashley Cole...

3 Cole has to chase down Emile's wayward pass to save the day



Just! Scholes goal is enough to win a tight one for England



→ With two wins under their belts, it's time for England to let loose...

England vs Nigeria

Win the game, win the group



Goals are harder to come by in the new *FIFA*. If you've learned your trade on old *FIFAs* – rather than *FIFA Football 2002* which used the same engine as *World Cup* – this can be a little frustrating, but it makes for more realistic, and tense, games. But it also means that the game has more longevity, because the more you play it the easier it

becomes to score goals (a simple formula that the old *FIFA* used to ignore a little too much for our tastes). Below, Owen pounces on a defensive mistake and slots the opening goal past a – frankly – rubbish Nigeria keeper. And then the flood gates are well and truly open.

With three wins out of three, England march into the knockout stage. If only it could really be as simple as this...





Knockoutstage

Now it gets interesting

In *FIFA World Cup 2002*, you don't necessarily always play the team you'd think would come through the group stages. To make things more interesting you'll meet different teams on different days.

MUSIC OF MY MIND

IT IS GOING TO BE EMOTIONAL

→ One thing that is obviously different about *FIFA*

World Cup to any of its predecessors is the in-game music. Rather than Robbie Williams belting one out, or assorted Ministry Of Sound-style beats ramping up the action, there's an original and uplifting classical music-style soundtrack. The tune has

been especially scored for the game and will be recorded by the Vancouver Symphony Orchestra. *FIFA* franchise producer Bill Harrison says, "The music should evoke your emotions. We wanted to get over the importance of the World Cup, to give players a different experience. The World Cup is incredibly exciting and we wanted the music to portray that as well."

OPEN SESAME

WINNING IS REASON ENOUGH IN ITSELF, OBVIOUSLY, BUT IT'S NICE WHEN YOU GET STUFF TOO

→ Winning the *World Cup* is the pinnacle for any footballer. It's also the point of picking up and playing a *World Cup* game in the first place. But unlike the players you

don't get to run around in front of millions holding the Cup aloft. And for us gamers, telling the lasses that we've won the *World Cup* rings a little hollow and gets you nowhere (just ask Nellis...).

So developers usually add a little hidden surprise or two for winning stuff in footie games. *FIFA World Cup 2002* should be no different. Bill and Scott (see The Producers on page 18) were tight-lipped about what the treats would be but did say there "was every likelihood" that there'd be classic teams and the like to unlock.



1 Player control has been made a little more realistic

2 Less skilful players can lose the ball as they try and run with it

3 But our boy Gerrard has no problems cutting through



→ Winning the group gives you a much better draw, avoiding France in this case. Bring on the Danes

SECOND ROUND

England vs Denmark

Viking, shmiking

→

One of the big changes EA has made to the *FIFA* model is player control. Rather than have the ball stuck to their feet, players knock it in front of them as they dribble.

So a lot depends on how good your player is. If you've got a plank like Neville or Vivas with the ball, he'll soon shin it too far and the opposition will pick it up. But with a star player, such as Beckham or Veron, your control is much tighter.

FISHING WITH CHIPS

→ Scoring goals can be tough, but one of the best ways to finish is to race in on the keeper and chip him as he comes out at you. Here Owen uses this pace to get past the defence and then waits for the keeper to act before deftly touching it over him with a quick press of ⓧ to put the finishing touch, so to speak, to a cracking 3-1 victory for the boys in white.



Lightly does it: Scoring this way takes a little subtlety...



It's there: Owen knows he's scored before he takes a tumble



SCORE ONE MORE



1 With the score still level, Japan break through down the left

2 Neville tries to cover Cole but goes in a little clumsily...

3 Oh dear, it's a straight red and England are down to ten men



→ The Japanese have delighted the nation by reaching the quarters. It's definitely time to put a stop to that...

QUARTER FINALS

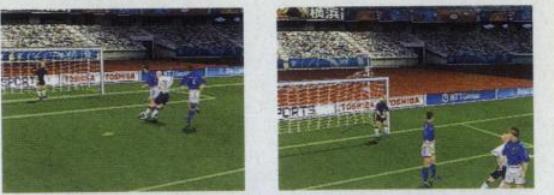
England vs Japan

Home advantage



The more realistic engine on the modern *FIFA* (aka *FIFA 2002* and *World Cup*) also uses more realistic refereeing decisions.

Gone are the days when almost all mistimed tackles ended with a red card. But if you insist on the sliding tackle, you will fall foul of the man in black on occasion, as Neville does here. As with most things in *FIFA*, you can set the ref's level of harshness in options.



SEMI FINALS

England vs Argentina

They're back for more



There are loads of customisable things in *FIFA World Cup 2002*. From camera angles (not just set types, either, you can fiddle with the height and positioning of all of them) to player positions, from the passing system (turn it off if you want a more old skool *FIFA* feel) to in-game tactics. Here we decide to play three at the back to nullify the Argies' dangerous attack.

And as you can see (right) it works – with the help of a penalty shoot-out. And England have seen off the semi-final penalty hoodoo that has plagued them since 1966. If this really happened the country would be going crazy. Scotland, Wales and Ireland would, on the other hand, be refusing to turn on the TV, or read English-based newspapers. The great things about videogames is that this happens all the time. Only instead of Wales etc, it's your mates who have to suffer as you crow for England over your exploits.

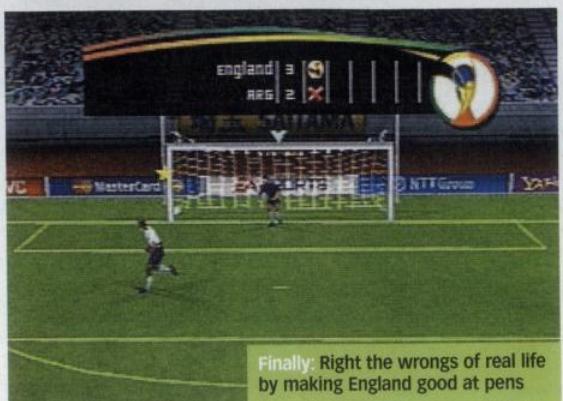


→ Having knocked out France and Brazil, Argentina deserve another crack at England



TO THE WIRE

→ As in the real thing, games have to be decided on the night. So you get extra time and penalties if no one can break the deadlock. Here the Argies get a late equaliser but for once England's nerve holds in the shoot-out.



Knockoutstage

Now it gets *really* interesting



→ **We've done it!** We've got England to the World Cup Final for the first time since 1966. And all we have to do is beat Mexico to win the whole darn thing

THE FINAL

England vs Mexico

Are we dreaming?



This is a final and you should at this point have picked up all you need to know. You'll know your star players, and you should know who plays where. You might even have an inkling of what it feels like to play in a World Cup. What you can't do, though, is expect to win just because it's Mexico. This is a final, after all, and they'll be raising their game. Nice goal (below).

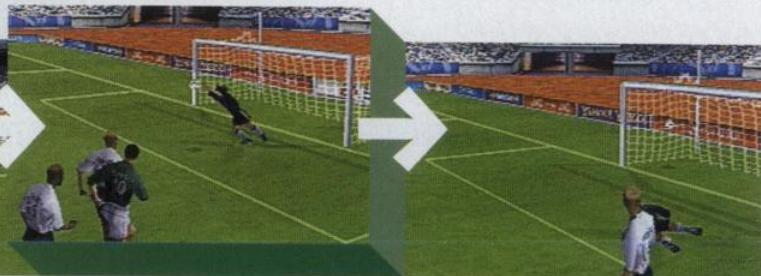
GLORY, GLORY DAYS

→ We've learned quite a few things playing this early version of the game and falling behind to an early strike is nothing to get worried about. Using our star players (Owen, Beckham, Campbell et al) we play that ball around, using our strengths of passing accuracy and speed (Owen is really, really fast). The

equaliser is a long range effort from Beckham, with plenty of swerve and power that just evades the keeper's dive. The winner is a well-worked England classic in the dying minutes. Scholes spots Owen's run and slips a ball into his path and from then on it's all about pace as he outsprints the pack with ⌂ and fires home with ⌂.



Boy wonder: Owen seals a great victory for England



1 With Neville still missing England are a bit frail

2 And Blanco is allowed to sneak through and has a pop

3 It's just too good for our Dave, that'll be plenty of ⌂ swing going on

WE ARE THE CHAMPIONS!

→ **This is what it's all about.** Winning the thing. But unlike if this happens for real on June 30, we get to do it all over again. And not just with England, now it's time to give Costa Rica a go, or Croatia, or Senegal perhaps...

Winning the main tournament should also open up other teams for you to play as. While EA is being tight-tipped about

that at the moment (see Open Sesame on page 20) you can be pretty sure that you get more than just watching your virtual team running around the Yokohama Stadium waving a virtual cup. If not, there may be some longevity problems with *FIFA World Cup 2002*. Check out next month's review for the full low-down on this.



Dreaming: Yes it can really happen. In fact, even Scotland can win...



WIN! 10,000 euros!

OPM IS GIVING YOU THE CHANCE TO WIN THE WORLD CUP AND POCKET OVER £6,500 IN PRIZE MONEY!



The World Cup Virtual Challenge, to be held in April, will pit 64 tip-top *FIFA* gamers from around world in a World Cup-style tournament to find who is the Virtual World Champion.

The event will be held at the first ever custom-built

virtual stadium, being created right now at Pinewood Studios – the home of the James Bond films just outside London.

To qualify as OPM's entrant into the Virtual Challenge you need to prove that you're good enough not just to enter this tournament but to win it! To do this you're going to have to strut your stuff on *FIFA Football*

2002 – which uses a very similar engine to *FIFA World Cup 2002*. Playing as **San Marino** you have to put as many goals as you can past **Argentina**. Not an easy task.

To be in with a chance of winning you must be free on Thursday, April 18 and your entry **MUST REACH THE OFFICE BY FRIDAY, APRIL 5.**

Send your entries to: World Cup Compo, OPM, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Entries must be clearly marked with goals scored on the videotape and they must reach the office by Friday, April 5.

No employee of Future Publishing, Electronic Arts or affiliated companies can enter.
Usual rules apply (see page 99)



This version: Play *FIFA Football 2002* and you could win pots of cash

RULES OF PLAY

You must abide by these rules:
Use *FIFA Football 2002*.

Only goals scored in normal play count (no extra time or penalties). In-game options (check the settings) are as follows:

Four-minute halves
Three substitutions
Fatigue on
Select Play Now and pick San

Marino (UEFA) and Argentina (CONMEBOL)

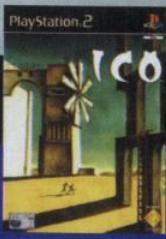
You must play as San Marino

and the CPU as Argentina.

You must video not only the game, but the setting up process so we can see you are using the right options (see page 95 for details on how to video your game).

The power will be unleashed on  March 18th 2002. Available to buy on DVD now at **WOOLWORTHS**

AKIRA



IF YOU DIE, SHE DIES. IF SHE DIES, YOU DIE.

You are Ico, banished inside the evil Queen's castle alongside the beautiful princess. Her fate is in your hands. If you are to find magical portals, escape routes and evade enslaved spirits you must work together. Trust is the key.



uk.playstation.com

PlayStation®2
THE THIRD PLACE

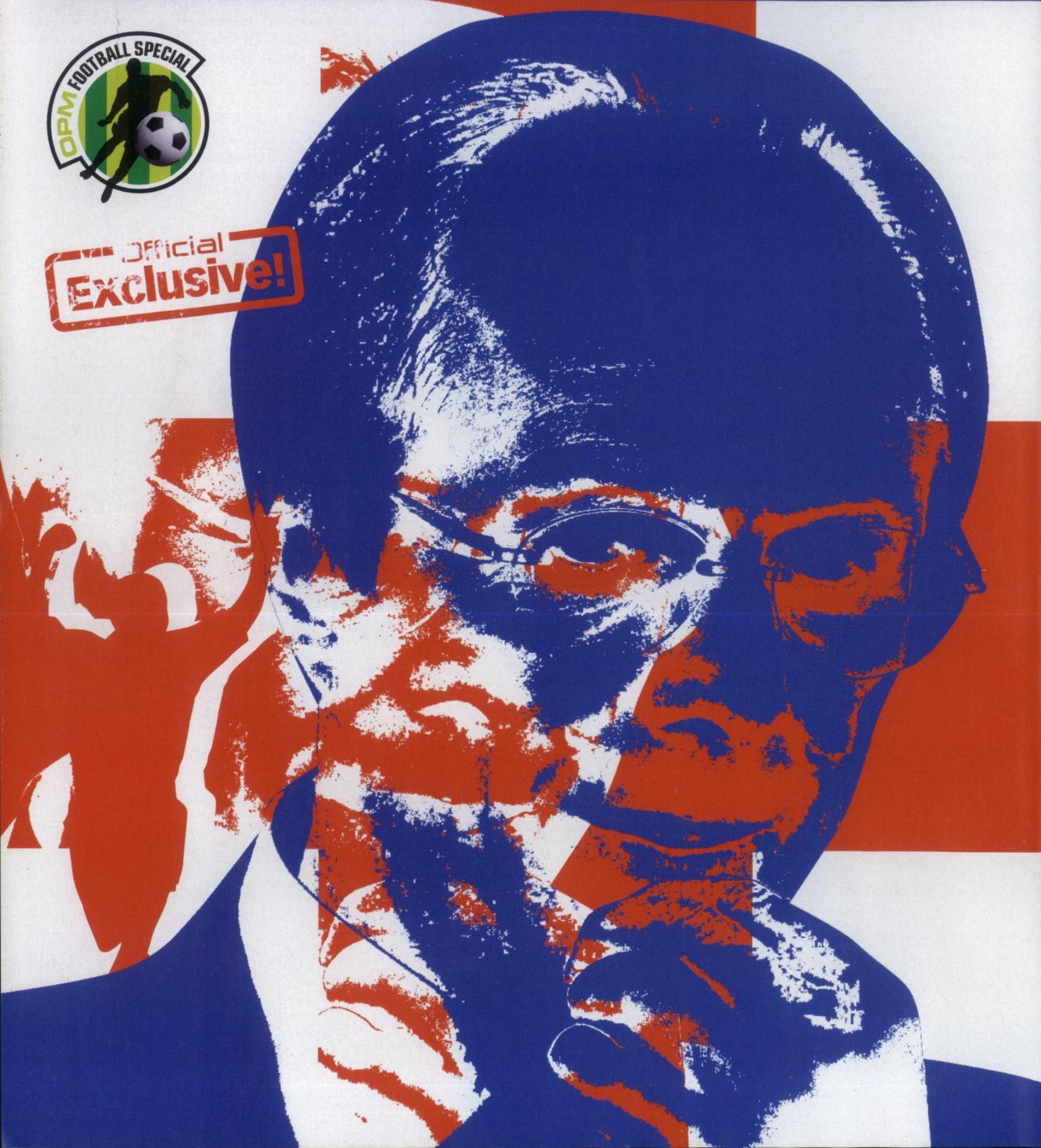


PREVIEW SPECIAL

Sven-Göran Eriksson's World Cup Challenge



Official
Exclusive!





SVEN-GÖRAN ERIKSSON'S WORLD CUP CHALLENGE

Fast and furious, could **Sven's** arcade game be the one to finally out-muscle *ISS* and grab *FIFA* by the 'nads?

THE FACTS

RELEASE DATE MAY
PUBLISHER 3DO
DEVELOPER ANCO
AGE RATING NONE
PLAYERS ONE TO FOUR
MORE
WWW.ANCO.CO.UK



Footie on PlayStation is missing something. Sure you've got the superlative atmospheric experience of *FIFA*. You've got the often confusing and messy reality of *Libero Grande*. And you've got the wonders of the continental passing game with *ISS/Pro Evolution Soccer*. But there's nothing that really gets remotely close to the blood and thunder thrill of the British game.

Until now that is. Because with *Sven-Göran Eriksson's World Cup Challenge*, British footie specialist Anco is aiming to produce the most frantic football experience that our console has ever witnessed. Expect long balls, last ditch tackles and high elbows aplenty. So

much for the World Cup being a festival of football.

Fans of Anco will recognise much in the nearly-3D world of *Sven's World Cup Challenge* that is similar to its ancient top-down classic *Kick Off 2*. (A derivative of which – *Total Soccer* – you can and should play on this month's disc.) And like *Kick Off 2*, *Sven's Challenge* plays at an absurd pinball-table pace and uses the same simplistic control mechanism. It's one-dimensional but addictive.

In theory, mastering *Sven's World Cup Challenge* should be easy as you use just one button (⊗) to kick, head and trap the ball. The reality is somewhat different. Learn and master *FIFA*'s controls and you've all but beaten the game. Whereas pulling off an

overhead volley in *Sven's World Cup Challenge* demands the sort of timing you usually associate with a Swiss watch. Controlling the ball in *Sven's Challenge* is also uniquely tough, and don't get us started on how difficult it is to perform turns without your player wandering off in a completely different direction to the ball. True, you can add aftertouch to your passes, and once you've perfected Beckham-esque swerving cross-shots you're well on your way to success. But make no mistake, *Sven's World Cup Challenge* is an unusually tricky title.

Still, *Sven's Challenge* presents you with several scenarios to suit your patience. It's entirely up to you whether you want to play through qualifiers or begin at the tournament proper. There's also a cup designer that will allow you to create your own tournaments from scratch using random teams. And if this wasn't enough, you can even play



Sven-Göran Eriksson's World Cup Manager

 As well as the arcade thrills of *World Cup Challenge*, Sven's also putting his name to a new management game. *World Cup Manager* pits you in the England hot seat just days before the first qualifiers start.

The game starts with you picking out the 60 most promising players in Britain and then over the course of the qualifiers whittling them down to your final 23.

Unlike most management games then, the focus is on training and team building and it'll be down to you to sort the players who can make it at the top from the Andy Coles.

World Cup Manager represents a nice twist on the usual day-to-day drudgery of management titles and if they can avoid the mammoth loading times that seem to befall the genre, it'll be a huge hit. Expect a full preview next issue.



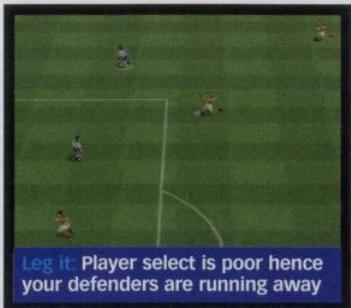


PREVIEW SPECIAL

Sven-Göran Eriksson's World Cup Challenge

QUICKBREAK

Sven himself has said that most goals come from long punts forward. Coming all over like an IKEA Graham Taylor, in fact. But to be fair, testing the keeper with a powerful shot from distance, then trying to poach the rebound is a more than workable tactic.



Leg it: Player select is poor hence your defenders are running away

HEAD

Heading the ball is all a matter of timing. Hit **X** at the right time and you'll gracefully power the ball into the net. Get it wrong and you'll come over all Akinbiyi.

VOLLEY

Critics are always blasting Sunderland for their one-dimensional "Niall Quinn flicks it on, Phillips volleys it in" attacking style. But in *Sven's World Cup Challenge*, it works, it *really* works.



Off the Marco: Only OPM can volley like Van Basten. We're Dutch masters

Get stuck in: Forget the subtle pass and move of ISS, *Sven's Challenge* is all about frantic action. And there are a million ways to pepper your opponent's goal...

through one of several classic games plucked from the competition's past. 'Realistic' options aside, *Sven's Challenge* is an old skool arcade game at heart. Much more Football: The Game, than Football: The Beautiful Game. Its success and longevity will almost certainly depend on how the multiplayer

modes work out. But here Sven looks promising, as Anco has included a handicap system to even up mis-matches among mates.

Unpredictable, fast and furious. *Sven's WCC* is football all right – but assuredly not as we've known it for some time.

• Scott Anthony

ADVANCE WARNING!

⊕ POINTS

- The fastest football on PS1
- Madly addictive
- Old skool kicks

⊖ POINTS

- Unforgiving controls
- One dimensional
- A bit long in the tooth?

OFFICIAL PREDICTION

Kick Off aficionados will love it. Everyone else will stick to ISS

HEAD

Heading the ball is all a matter of timing. Hit **X** at the right time and you'll gracefully power the ball into the net. Get it wrong and you'll come over all Akinbiyi.



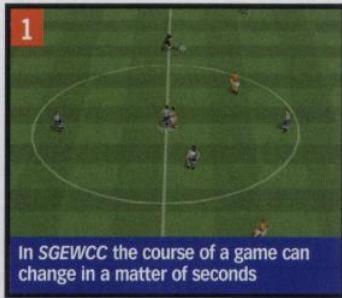
BUILD UP

Although you won't master it easily, with practice and patience you'll be able to pull off the sort of relentless attacking passing that characterises Arsene Wenger's Arsenal.



⊗ Midfield Generals

If you can control the middle of the park, you can boss the game. We show you how, and how not to



In SGEWCC the course of a game can change in a matter of seconds



Get the midfielders' positioning right and they'll flick the ball on to your strikers



It's more likely your opponents will bring the ball down though



Alternatively, it's all too easy to mess things up totally, à la Blanc. 1-0 down

ET: Interplanetary Mission

BT's fave extra-terrestrial is about to make the PS1 his home...

BAD KARMA

Being an all round good guy, ET can't actually hurt anything. So, as defeating the bad guys is out of the question, you just have to work out how to get past them. Considering that our favourite alien friend is also pretty slow this takes some ingenuity.



Macy Grey: The weaker ET gets the lighter colour he goes

TAKE ME HIGHER

One of ET's most useful powers is telekinesis. It enables you to manipulate and reorder the environment without putting ET in any danger. You also get to play around with the little alien's heart pulse (which can stun enemies), and his famous glowing finger which you can use to bring dead flowers into bloom. Ahhh...



Lift off: Mastering ET's mind power is crucial to puzzle-solving

BRAIN STRAIN

The puzzles in this early version of *ET* are rarely brain scratching. Many revolve around the 'take object A to point B via gate C' dynamic so beloved of game developers everywhere. Unusually, though, many of the keys/objects that you need are *alive* and you have to catch them before they are any use to you. Not easy.



In his day, ET was bigger than *Pokémon*, *Pop Idol* and Pringles. But that was 20 years ago, and now, as *ET* is re-released in the cinema as part of the anniversary celebrations, Ubi Soft has to convince us that he matters again.

As it turns out, the Parisian publishing house has set Spielberg's alien loose on a weird 3D puzzling environment. Each stage of the game sets the tiny extra-terrestrial some planet saving task. Things are never that simple, of course. There are obstacles to be navigated, head-scratching puzzles

and a fair bit of adventuring too.

To make matters more interesting there's a selection of bizarre villains out to get him. Couple these with the unusual moves (see Take Me Higher) and it's no exaggeration to say that the game has an authentically alien flavour.

On a slight negative note, the game doesn't seem the biggest and the early version we saw fails to endow ET with his trademark cuteness, which will surely be crucial to the title's appeal. We're hoping though, that Ubi can smooth the way for *ET*'s return to planet earth, ready for us to phone home with the review next issue.

• Scott Anthony

ADVANCE WARNING!

⊕ POINTS

- ET's a huge licence
- Timeless gameplay
- Easy to pick up and play

⊖ POINTS

- Not the biggest game
- Rough looking graphics
- A tad predictable?

OFFICIAL PREDICTION

It might not be out of this world, but worth a look



Surreally good: Instead of keys use these beasts to open doors



Official UK

PlayStation® Magazine

PANZER FRONT BIS



"The kinds of thrills that only come from patience and good planning" Page 32



Also Rated

Alfred Chicken

A platformer with a feathery twist **p.36**

Striker 1945 II

Retro arcade war-mongering **p.42**

Westlife Fan-O-Mania

The Irish popsters launch their assault on PlayStation **p.42**

Grand Theft Auto 2

This freakin' mental arcade driver gets a budget re-release **p.52**



USA RACER

"A tiny step sideways for PlayStation racing, but a giant step forward for the Racer series" **The third Racer instalment on page 38**



PRO EVOLUTION SOCCER

"One of the finest multiplayer experiences you're likely to encounter" **Want to play the beautiful game? See page 40**



CUBIX

"Choose the lethal duo and expect a modicum of fun to ensue" **Check out the racing robots by skidding over to page 44 NOW!**

TURN
OVER
NOW!



New to PSone?

Check out our guide to the best PSone games you can buy. The knowledge starts on page 48 – it's all you need to know

Introducing Scott

Scott Anthony joins OPM as dep ed, but who is he?

54-year-old Scott arrives at OPM to fill the shoes of the now departed Lee Hall. The man with a mile-wide grin has previously

worked on *Badger Baiting Monthly* and *What Jumper?* and his favourite pastime is getting beaten at footie games.



→ **TEXT MANIAC** Stuff you love... stuff you hate... and everything in between page 60

Reviews

Ⓐ Honest ⓒ Hard-Hitting Ⓝ Entertaining Ⓞ Essential

→ All you need to know...

OPM's reviews are the best you'll read, here's why...

Actual Screens

We capture our own screens to show you every aspect of each game we review. That means what you see is what you get, warts and all

The Facts

Who's making it, when it's out, how much it costs, who to badger about delays. In short, an indispensable run down of the important stuff

Spot-on Analysis

We eat, sleep, drink, swill and spit games. From *Ace Combat 2 to Worms*, you name it, we've played it. Some call us freaks, others experts. We prefer the latter



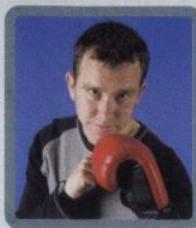
Official UK PlayStation Ratings

We don't just pluck those numbers out of the air, y'know. Here's a handy guide to the reasoning behind every OPM review score...

10	Awarded to games that change the way you think about gaming
9	A truly exceptional game. It will make you drool and pant heavily
8	Very, very good. A 'must have' addition to your collection
7	A great game with a few minor irritations, but still a worthy buy
6	Playable, fun at times, but spoilt by glaring errors or omissions

5	Bland, unoriginal or flawed. Just about worth buying if you're a fan
4	Hampered by problems in gameplay and/or lifespan. Below average
3	Poor. Not even worth renting, it's entertaining only in fits. Usually yours
2	Turdus maximus. A blip of gameplay in a mire of sludgy bum muck
1	Flat-liner. Barely a game at all, more a form of virtual stroke

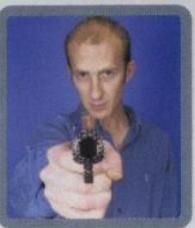
→ Meet the OPM reviewers... not a pretty sight, we grant you, but these boys know their onions



Richard Keith
Fave game this month:
Metal Slug X
Rich returned home to find that a vandal had painted his lounge purple! Sorry about that boss



Scott Anthony
Fave game this month:
Total Soccer (Yaroze)
New boy Scott entered into a bitter *Total Soccer* rivalry with Nellis but just can't seem to win. Ha!



Nick Ellis
Fave game this month:
Total Soccer (Yaroze)
Such is his slender and bony frame, Nick accidentally got used as a snooker cue this month



Mike Jenkins
Fave game this month:
Final Fantasy VI
We've worked Mike so hard this month that he's had to give up his evening job as a pro wrestler



Martin Moore
Fave game this month:
Panzer Front Bis
Martin has bagged a role in the latest Amie movie – watch out for the 23rd bloke to be shot



Dave Jeffrey
Fave game this month:
Final Fantasy VI
Dave suffered a nervous breakdown after penning our *FFVI* tips. Stop that jibbering lad!



Al Bickham
Fave game this month:
Panzer Front Bis
The Bickster celebrated his birthday in style this month, taking everyone out to a marmalade farm

Don't Miss...

The Beast Of Justice



In which a big nasty man tucks into *Barbie Explorer*, plastic bits and all p.46

Delving Boxouts

We celebrate the coolest bits or annihilate the most toe-curling moments, picking out parts that sum up the game, for better or worse

You Can

The bare essentials every gamer must know. If you're pushed for time, check out this quick reference to the nuts and bolts of gameplay

The Verdict

Straight to the point. We sum up the key features of the game – graphics, gameplay and lifespan – before rating the game out of ten

Ratings

The score out of 10 indicates just how much fun a game will be. See the guide below for more on our system

The Knowledge

Want to know which games rule the roost? Fly hither for expert advice p.48

Bargain Hunter

The month's selection of cheap and cheerful re-releases p.52



Control Freak

A keen sense of smell is required for peripheral testing and boy does the Freak smell! p.54

ByteBack

Another month, another serving of weird and wonderful letters from you lot p.58

Game Aid

Dishing out the hottest tips in the known galaxy p.62



THE FACTS



OUT NOW

PRICE £20

PUBLISHER JVC

DEVELOPER JVC

AGE RATING **NONE**

PLAYERS **ONE**

TEL 0207 240 3121

LIKE THIS?
TRY THESE...

PANZER FRONT

OPM71 9/10

The earth-shaking original

COMMAND &

CONQUER

OPM15 9/10

Ace action/strategy

viewed from above

"Whether you're new to the game or not; it's still an ace strategy/action battler"





PANZER FRONT BIS

Achtung baby! It's back to the eastern front for more heavy metal mayhem. Bring your earmuffs...

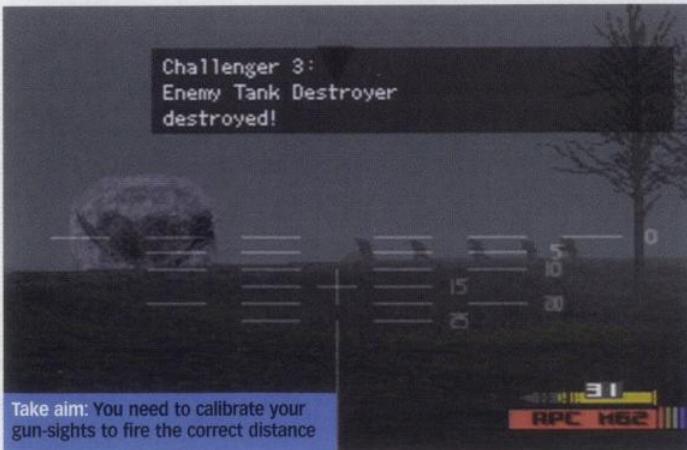
→
"Sie vergeuden munition! Sie sind ein dumkopf!" Eep! That was our German Panzer Commander. He's calling us an ammo-wasting thickie – with, admittedly, good reason. All we've done so far, you see, is make lots of noise, give away our position and blow up a few houses. Heh!

You'll hear a lot of this kind of business when you first play *Panzer Front Bis*. As any fan of the previous *Panzer Front* (OPM71 9/10) will tell you, it's no shoot 'em up. When you're sitting in 20 tons of

steel box with a big gun nailed to the top, you can't simply point at your target and pull the trigger. You need to judge the distance to the enemy, carefully adjust the range-finder, fire a ranging shot and take it from there. Not an easy task when you first begin, but it's definitely something you'll come to master.

So, as you've guessed, it's a tank simulator. And while it's not too dissimilar from *Panzer Front* (which we'll get onto later) it's cracking

"You can even design your own tank insignias"



YOU CAN...
• PINPOINT PANZER
Send your tank-riding colleagues to exactly where you want them to go. There are numerous commands for you to master... attack, advance, defend. And you'll need to know exactly how they all work to get the best out of the game and your loyal pals.



TOP TIP

Up in smoke
When things get fruity and the poo hits the fan, call in a lightning air-strike or a forest-leveelling wave of fire support from nearby artillery batteries!



REVIEW

Panzer Front Bis



Information: There's nothing quite like leading an armoured wedge into battle. CHEE-AAAARGE!

"It's hard to see Panzer Front Bis as a true sequel, though"

Upon which you can draw attack-plans and order your buddies around. For your part, you might want to sneak around the side of the hill and send a high-explosive shell into the group of soldiers. Or you might order your comrades to assault around one side of the hill and draw enemy fire while you nip around the other flank and shoot at the enemy's unprotected rump. That's the beauty of the game; it gives you options. It lets you play the way you want to, and when your carefully laid plans come to fruition, victory tastes all the sweeter.

TOP TIP →

Fire from afar

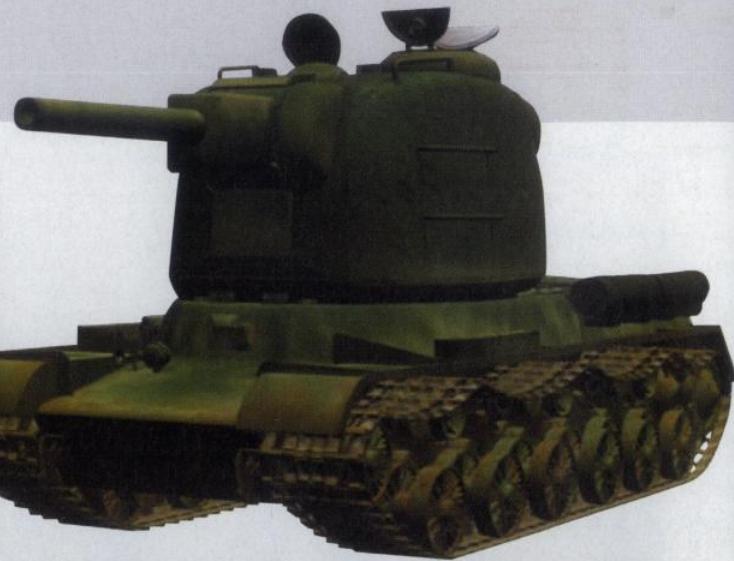
Overwhelmed by enemy units? Not to worry... just dial up some artillery fire. It's best used where the enemy's heavily concentrated



The mission construction mode is a brilliant addition. It lets you knock up your own scenarios, planning everything down to the finest detail. Fancy re-creating Dunkirk, with half the German army bearing down on a few allied forces scattered about? That's your call. There are tons of variables to twiddle, such as weather, starting positions, enemy AI, the communications you receive from HQ... you can even design your own tank insignias. It's simply jam-packed with options, no question about it.

It's kind of hard to see *Panzer Front Bis* as a true sequel, though, simply because everything that was in the original game is here, right down to the missions. If you got anywhere with the original, you'll find yourself re-treading a hell of a lot of old ground. But the bottom line's the same whether you're new to the game or not: it's still an ace strategy/action battler that'll take you ages to complete, and you'll have a whooping time while you're at it. If you've been there and done that with the original, we reckon you'll dig the ten new missions, construction mode and vast array of new vehicles. Just expect to see a lot of old stuff, too.

• Al Bickham



You're the boss

You get to order your comrades around the battlefield, and spearhead operations. Who could ask for more?

STARTING ORDERS



At the start of any mission, you'll need to make sure your men are going the right way. Pull up the tactical map and issue orders.

ENEMY SIGHTED!



Enemy spotted! They'll start popping as soon as they see you, so keep moving. Take note of how far away they are, too...

CHECK POSITION



When you've taken up a suitable firing position, you'll want to make sure your nose is facing the enemy - heavier armour on your front, y'see.

FIRE!



When you're all lined up, you'll want to switch to the gunner's view. Here's where you aim the barrel, calculate the distance and do the business.

YOU CAN...



LISTEN TO THE BOSS

In the heat of battle, when it's all big booms and clouds of smoke, it can be kind of hard to make out what's going on in the distance. Listen to your Tank Commander. He'll be using his binoculars, and will tell you when you've hit or missed. And he really doesn't like it when you miss...

VERDICT

PlayStation Magazine

GRAPHICS 7

Crumbly in places, but quite workable

GAMEPLAY 9

An action game with true depth

LIFESPAN 8

Loads of missions, lots to do

OVERALL

Even if you completed the original, don't be afraid to shell out on this





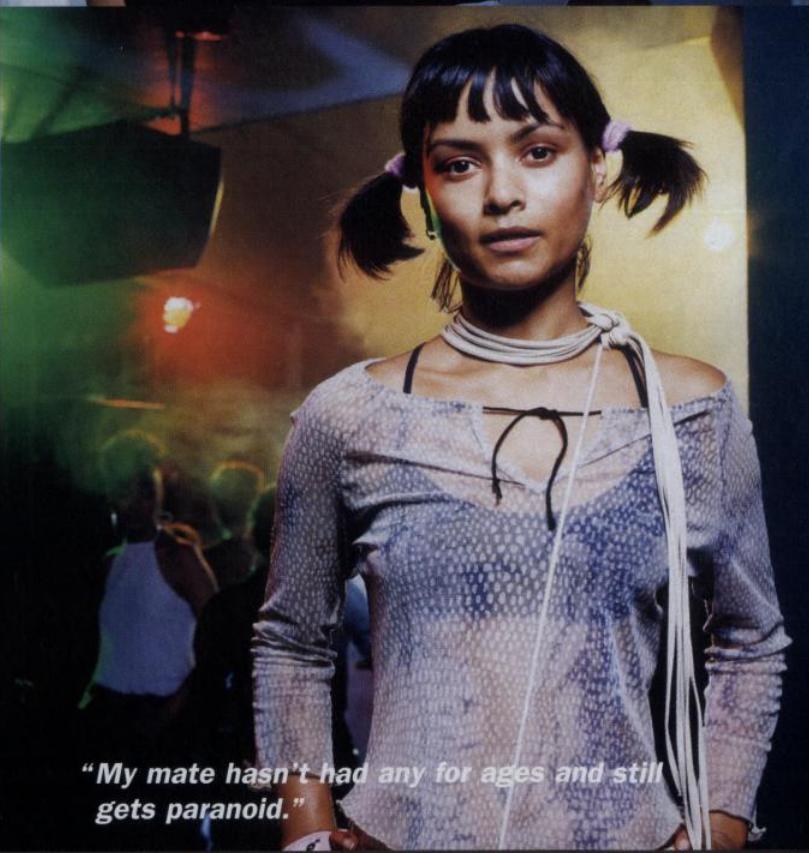
"You get an ego the size of a planet."



"I've seen a lot of messy, annoying people."



"I don't think there are any long-term effects."



"My mate hasn't had any for ages and still gets paranoid."

**One night. One club. One question:
What do you know about cocaine?**



ALFRED CHICKEN

More chicken roast than chicken tikka: bland and lacking any real spice

THE FACTS



OUT 12 APRIL

PRICE £20

PUBLISHER SONY

DEVELOPER MOBIUS

AGE RATING NONE

PLAYERS ONE

TEL 0207 859 5000

LIKE THIS?
TRY THESE...

APE ESCAPE

OPM47 9/10

Getting on a bit but still the best platformer on PlayStation

SPYRO 2: GATEWAY

TO GLIMMER

OPM52 10/10

Free roaming 3D world that's fun all the way



Let's be frank, a red rooster with all the personality of stale bread is hardly an inspiring character for a game. Yet, this big-bounced little chicken has a fair number of titles under his belt on multiple formats, so he must be doing something right mustn't he? Hmm...

As with a certain kind of old skool platformer – think *Mario* or *Sonic* – that *Alfred Chicken* strictly conforms to, there's a simple story behind the game. Alfred's girlfriend is being held captive by the evil Mekka Chicken. So your task is to bounce your way to his stronghold and get medieval on his poultry ass.

As always, this is mere fluff and what really matters is the gameplay. And, as with the storyline, what gameplay we have in *Alfred Chicken* is platforming by numbers. Like the bird himself, the game is nothing we haven't seen

before. All the tired old elements of platforming are here: avoid enemies, collect stuff, solve a puzzle or two, negotiate platforms of various descriptions to progress through a level. All these things are executed with a reasonable level of competence. The trouble is that for the majority of the game you'd have to be chicken-brained not to know what's coming next, as you basically repeat the first level, albeit with the occasional new feature being added, as you progress. There are no surprises, nothing in *Alfred Chicken* is going to make you sit up and take notice. You just plod through the levels with only a mild dose of the just-one-more-go syndrome to keep you at it.

The graphics are suitably big and bold and Alfred is easy enough to control, responding appropriately to your commands, but it's not enough to satisfy. *Alfred Chicken* is begging for something new and refreshing, something that

stretches the genre. Yet from the moment the credits roll you know it's not going to happen.

Die hard platformers and new PS1 gamers will get some enjoyment out of this competent title but for those looking for a game of quality, steer well clear of the little red rooster.

• Mike Jenkins

VERDICT

Official UK
PlayStation
Magazine

• GRAPHICS 5

Colourful in an average kind of way

• GAMEPLAY 6

Platforming by numbers

• LIFESPAN 4

You've done level 1, you've done all 11

OVERALL

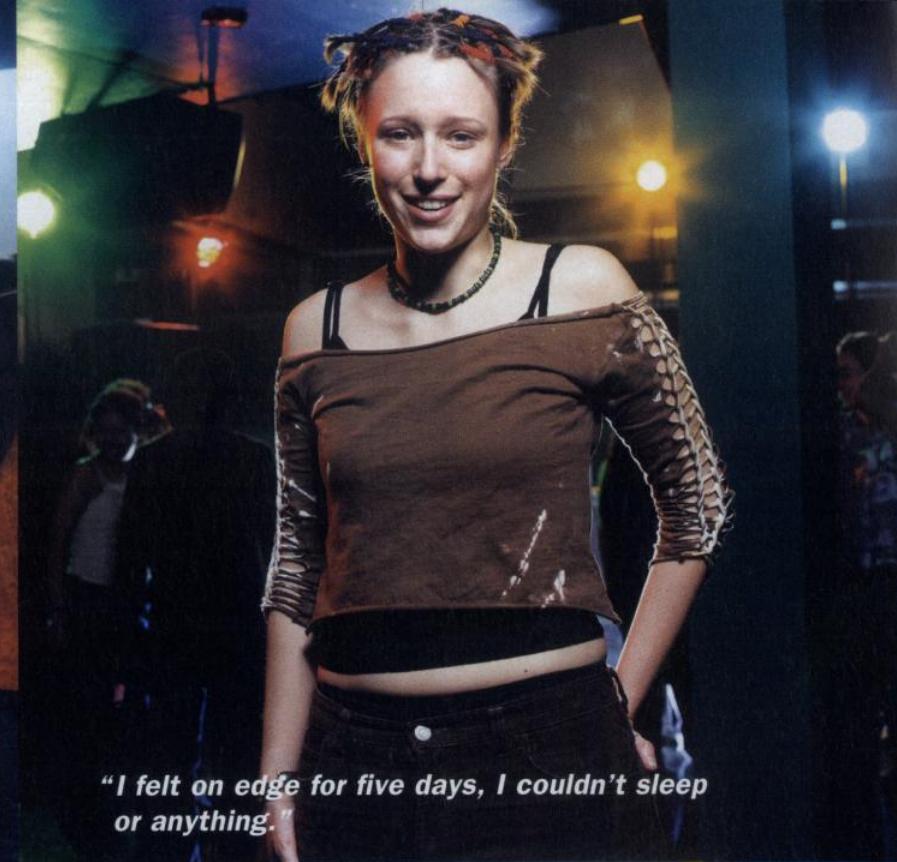
Nothing more than short burst of competent, unoriginal platforming

6
10

"You'd have to be chicken-brained not to know what's coming next"



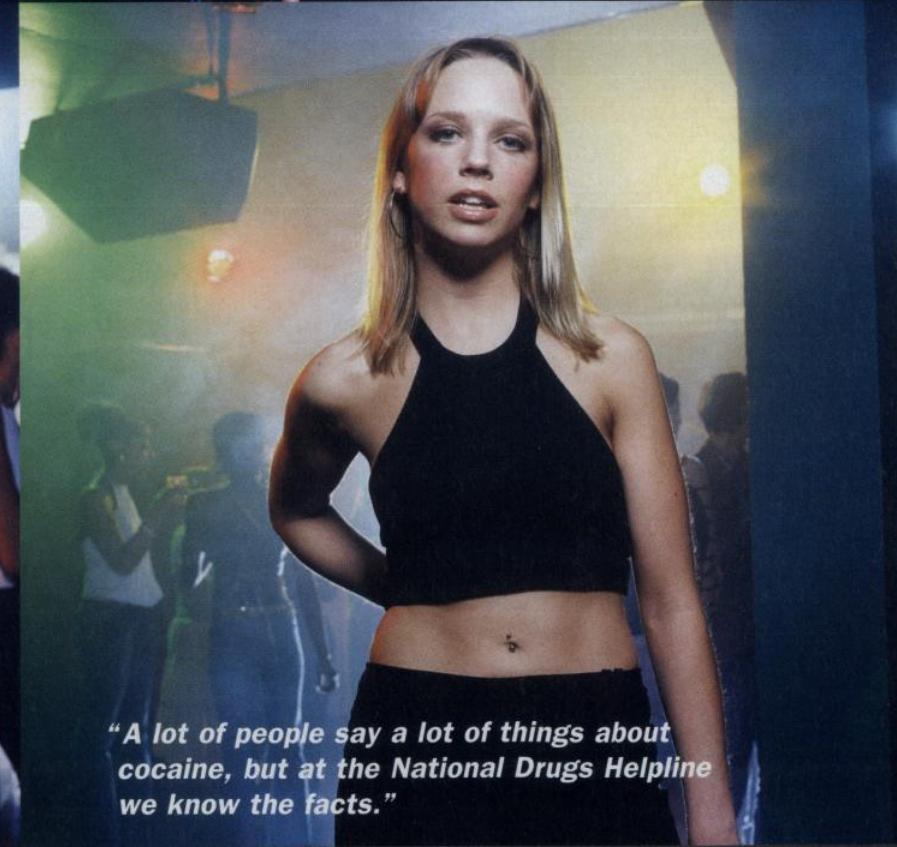
"As long as I'm alright for Mondays I don't care."



"I felt on edge for five days, I couldn't sleep or anything."



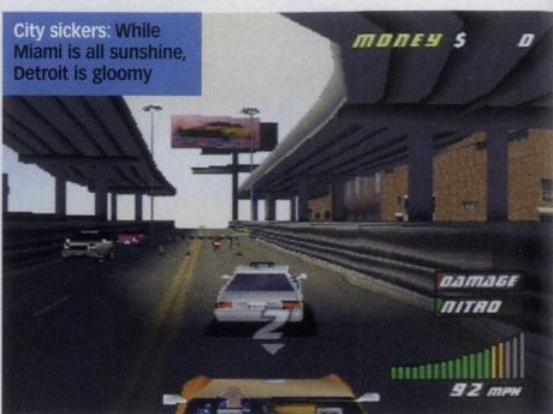
"All it does is speed everything up."



"A lot of people say a lot of things about cocaine, but at the National Drugs Helpline we know the facts."

**national drugs helpline
0800 77 66 00**

If you're wondering how cocaine causes anxiety or paranoia, call us.



USA RACER

As nutritious as a Maccy Ds and as brainy as Britney

THE FACTS



RELEASE DATE **NOW**

PRICE **£13**

PUBLISHER **KOCH**

DEVELOPER **INVERSE**

AGE RATING **NONE**

PLAYERS **ONE**

TEL **01256 707 767**

LIKE THIS?
TRY THESE...

WORLD'S SCARIEST
POLICE CHASES
OPM76 9/10

A pleasingly pulp-ish
PlayStation racer

DRIVER
OPM44 9/10
Still the arcade racing
daddy



America, land of the free. And in *USA Racer* it's a land of metal cacti, concrete hedges, teleporting lamp-posts and buildings that appear in chunks as you drive towards them too. Technically there's no getting away from the fact that this is a very poor game.

But we live in very strange times. In *OPM80* we awarded a game in the *Army Men* series its first reasonable mark. And despite its manifold flaws, *USA Racer*, the third in a series of racing games of quite lamentable quality, (*London Racer OPM66 1/10; Europe Racer OPM77 3/10*), is a vast improvement on its predecessors.

Like its brethren, *USA Racer* pits you in a ker-azy racing championship with each two lap stage taking famous US landmarks as their setting. Simply pick your driver/car combo from a motley collection of American stereotypes – a

fat Larry Hagman-esque Texan oil baron, a gobby New York cabby, an 'actress' in short leather skirt and bra from LA – and before you can utter "have a nice day", you'll be smashing over road signs and collecting bog-standard power-ups.

In truth, the competition can be enjoyable. Just like *Gran Turismo*, you race to earn money and then spend your hard-earned cash tweaking your car's performance. Unlike *Gran Turismo*, though, there are only ever three other cars on the road to race against.

Your rivals aren't the brightest either. All-too frequently they trash their cars mid-race leaving you a leisurely pootle to victory. A further problem is that the routines of the civilians and police that clutter every track are rigidly pre-set. Exactly the same colour cars always appear at exactly the same corner on every lap. Hardly intelligent AI eh folks?

But for all these problems we welcome the fact that, at last, we have a *Racer* game which is actually (gasp!) playable. Accept the fact that it's a budget B-list title and it's enjoyable too. A tiny step sideways for PlayStation racing then, but a giant step forward for the *Racer* series.

• Scott Anthony

VERDICT

Official UK
PlayStation
Magazine

● **GRAPHICS 3**

All manner of glitches and ticks – poor

● **GAMEPLAY 4**

Derivative *Driver/GTA*-a-like

● **LIFESPAN 4**

Easy but with unlockable extras

OVERALL

Fun for an evening
maybe but it remains
a little below par

4
10

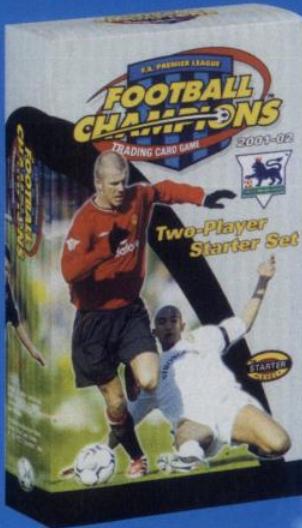
**"At last, we have a Racer game
which is actually (gasp!) playable"**

ALL THE STARS, ALL THE TEAMS, ALL THE EXCITEMENT



THE ULTIMATE TRADING CARD GAME

WHO'S GOING TO BE ON YOUR SIDE?

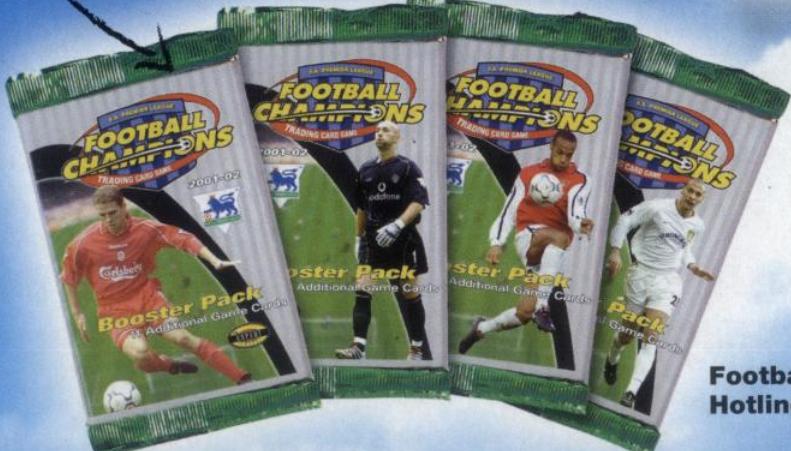


STARTER PACK

BUILD YOUR OWN TEAM

You're the manager - now it's time to test your skill with the ultimate footie game. Starter packs contain everything you need to play - then start to build the perfect team using boosters packs. It's the ultimate football strategy game. Available at Newsagents everywhere.

ALL THE TOP PLAYERS



BOOSTER PACK

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Football Championship Hotline: 08457 125599.

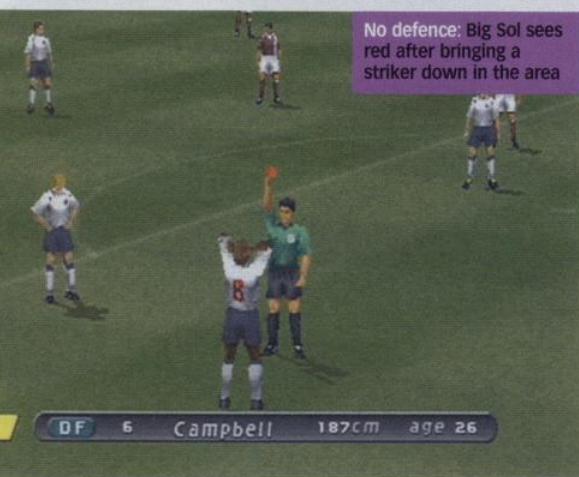
© Wizards of the Coast
The F.A. Premier Logo © The F.A. Premier League 2001.



REVIEW

Pro Evolution Soccer

RESULT				
1	1st	1	3	2nd
4			2	
Assists	Scorer	Time	Scorer	Assists
Owen	Heskey	14	Zippato	Losano
Gerrard	Heskey	46	69	Zippato
	Heskey	89		
Gerrard	Heskey	89		



THE FACTS



OUT NOW
PRICE £30
PUBLISHER KONAMI
DEVELOPER KONAMI
AGE RATING NONE
PLAYERS ONE TO EIGHT
TEL 0208 582 5573

LIKE THIS? TRY THESE...

ISS PRO EVOLUTION 2
Divine football sim that's never likely to be bettered
OPM69 10/10

FIFA 2002
EA's fully licensed and much improved kickaround
OPM26 8/10

PRO EVOLUTION SOCCER

Cynical foul play tarnishes Konami's beautiful game. OPM gets its red card out...



Humankind, a billion years in the making. Scaling down those billion years into one single day, we squelch out of the swamps around dawn, stand up straight

and get a haircut by teatime then invent football and videogames just after *EastEnders*. That's evolution that is. Quite incredible, but not as incredible as Konami's utterly disgraceful *Pro Evolution Soccer* con-trick.

With the word 'evolution' in the title it's not unreasonable to expect that this distinguished football franchise has, well, evolved. Not so my friends, *PES* is almost identical to the sublime *ISS Pro Evolution 2* (OPM69 10/10), the Pele of PlayStation footie games. This is great if you don't already own *ISS PE2* and you're looking for a brilliant football sim (and *PES* most

definitely fits that bill) but if you're an existing *ISS* freak, the game is nothing short of a rip-off. Pretty much all you're getting here is a change in the box cover art, a new intro FMV, updated squads and some new kit designs.

Pro Evolution Soccer was the name given to the recent PlayStation 2 version of *ISS* and is essentially the same game as previous incarnations on PS1 but with the obvious graphical advances and plenty of gameplay refinements. For example there's an improved

"With the word 'evolution' in the title it's not unreasonable to expect that it has, well, evolved"



2002 true: We gaze into our crystal ball and see the World Cup Final result

one-two passing system and an encyclopedia of new player stats. SO WHY THE HELL COULDN'T THEY PUT THEM IN OUR BLINKING VERSION? So... very... angry.

With spleen duly vented, let's move on to the more important matter of why *PES* and the *ISS* franchise is undeniably the best footie on the PlayStation playing field. Put simply, it's as close a representation of the real thing as you're likely to get. Intricate passing moves, cunning through-balls, thunderous shots and acrobatic saves are all in there, as are contentious refereeing decisions and limb-snapping tackles. No two games are ever alike, you'll rarely score the same goal twice and



FREE KICKS

The joy of Becks
Line up the kick taker with where you want to place the ball (aim for the corners), then press @ until the power bar reaches 2/3 full. Just after the rocket launches, hold ↓ to make the ball dip. GOALLL!



Cross purposes: Stick it in the mixer and scrap it out for aerial supremacy



YOU CAN...



SCORE A GOAL!

On our demo disc you'll find this month's entries for OPM's Goal Of The Month competition. If you've just got yourself a copy of *Pro Evolution Soccer*, why not record your best goals on a memory card and send them into us?

Saving your goals is easy. First make sure you've got a handful of free blocks on your memory card before you start playing, then hit @ when you're shown a replay of a goal and you'll be presented with a save screen. For full details of how to enter, see page 93.

Fame awaits all would-be Owens...

competitions available to contest. Chief among these is the Master League, which will eat up weeks of your life. Starting out in division two with a squad of mediocre nobodies, you must scrap your way to promotion then launch an assault on the division one title.

Winning and drawing games not only earns you league points but also transfer points. Acquire these, and you can dip into the transfer market to enlist the services of better, more renowned players who'll help attain glory. Once you've lifted the Master League trophy, it's time for international duty in eight separate competitions based on real life tournaments.

This will sound all too familiar to *ISS* devotees and we're sorry to say that aside from an identical format, none of the little niggles have been dealt with either. For example, the keepers can still only take a few steps after gathering the ball and the commentary remains dire beyond belief.

Konami, we are not amused with your *PES* poor rebranding.

• Nick Ellis

those you do score, more often than not will have to be worked for and skilfully crafted.

PES/ISS is also one of the finest multiplayer experiences you're likely to encounter, providing of course that you dig football. Here at OPM we never tire of whipping out the multitap for a spot of two vs two during lunch times and rivalries have steadily grown to Man City/Man Utd proportions. If you don't fancy going head-to-head you can always play on the same team, which is equally satisfaction guaranteed.

Although the *ISS* games lack the official licences you find in other games, especially Electronic Art's *FIFA* series, there are plenty of

Spot the difference

You're a better person than any of us if you can

THE ORIGINAL!



THE SAME!



1. Here it is then, *ISS Pro Evolution 2*, as near a perfect football simulation as you could hope for on PlayStation. Graphically, the textures may not be Michael Owen sharp but the animation is quite superb. We guarantee it will give you endless hours of entertainment and anyone who disagrees is a ponce. So there.

THE ORIGINAL!



THE SHAME!



3. Here's the England first eleven line-up from *ISS PE2*. As you can see, Shearer isn't claiming his pension yet and Tony Adams gets the nod over Rio in the centre of defence. Nicky Barmby and Steven Gerrard can be found on the bench. Glance at the two Argentina sides and you'll see it's a revolution in misspelt names.

4. And the first eleven from *PES*. What a revelation! Heskey, Rio and Ashley Cole all in, the old timers watching the footie at home on the telly. Should you have a hankering for up-to-date squads, you could play around with the player edit mode in *ISS PE2*, achieve the same results and save 30 nicker.

VERDICT

PlayStation Magazine

● GRAPHICS 9
Outstanding animation = infinite variety

● GAMEPLAY 10
As close to real footie as you'll get

● LIFESPAN 10
Longer than the proper footie season

10
10

OVERALL
PS's defining football experience and an unmitigated joy to play

But if you already own *ISS PE2*...

2
10

OVERALL
A waste of £30 unless you're desperate for up to date squad rosters



REVIEW

Striker 1945 II & Westlife Fan-O-Mania

THE FACTS



OUT 22 MARCH

PRICE £8

PUBLISHER MIDAS

DEVELOPER PSIKYO

AGE RATING NONE

PLAYERS ONE

TEL 01279 858 000

STRIKER 1945 II

And you thought the retro war was over?



The games in Midas' Pocket

Price range fall into three categories: the unforgivably awful, the thoroughly mediocre and the surprisingly half-decent.

We're happy to report that its latest offering, a quick-fire burst of retro arcade fun, lands squarely in the third category. *Striker 1945 II* is not, as you might think, a post-WW2 footie sim but an upward scrolling 2D blast 'em up.

This supermarket special is set just after the

end of WW2, just as an alien force launches an assault on the already war-ravaged planet.

Having no choice but to band together to save the Earth, Axis and Allies combine air forces to repel the invaders, giving you the simple task of blowing everything that appears into oblivion.

There are six WW2 aircraft to hop into for the fight. Aside from rockets, missiles and lasers (pretty tasty for 1945 huh?) each craft has a support weapon that can be called upon when you face bosses or the screen is too rammed with belligerent missile-spewing bogies.

Gameplay is repetitive and uncomplicated but it has that playable quality often found in old skool games. Graphically it desperately shows its age and the eight missions will only take you half an hour to polish off. However, with six different aircraft, a two-player mode, variable difficulty levels and a high-score table, there's plenty to keep you coming back for more.

• Nick Ellis



VERDICT

Official UK
PlayStation
Magazine

GRAPHICS 5

Agreeable but ancient 2D paintwork

GAMEPLAY 7

Simple, addictive and explosive fun

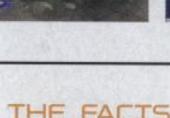
LIFESPAN 4

Too short, even for eight quid

OVERALL

A decent retro blast while it lasts but shallow by today's standards

6
10



THE FACTS



RELEASE DATE NOW

PRICE £20

PUBLISHER THQ

DEVELOPER RUNECRAFT

AGE RATING NONE

PLAYERS ONE TO FOUR

TEL 01483 767 656

WESTLIFE FAN-O-MANIA

If only the game were as funny as the title



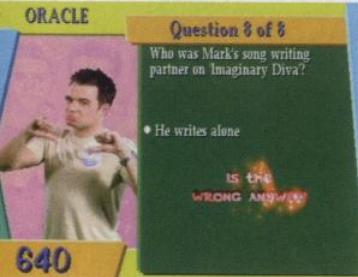
Remember *The Simpsons*

episode where Krusty realises how much commercial tat he's been endorsing and weeps at the way his name has been shamelessly prostituted for profit over the years? Well, although boy-band Westlife haven't quite reached the dignity trough of Springfield's number one entertainer, this excuse for a game is definitely a landmark on the way.

Nestling in some of the lamest graphics committed to CD-ROM, WFOM is meant to be an exciting tour of the band members' virtual lives from the tour bus via the hotel to the live performance. What this translates as is several hundred multiple choice trivia questions based loosely on those locations. Rack up enough points and you unlock various clips of the boys in action. Dreamy, huh? Think again. The music video clips are laughably short, and as for the specially filmed interview snippets? When they feature one of the lads repeating the correct answer you just selected on screen virtually word for word, even the most hormonal of fans is going to start to feel a bit cheated.

There's no gameplay to speak of. You don't even get the correct answers to questions you got wrong. In short, it's hard to imagine anyone being satisfied. If you are a Westlife fan buy a concert ticket instead. At least you'll have something to remember for your money.

• Paul Fitzpatrick



Fake friend: This is Tara, your virtual guide through the game. She's sarky, but not in a good way

VERDICT

Official UK
PlayStation
Magazine

GRAPHICS 1

When did animation go out of fashion?

GAMEPLAY 1

Technically a game, but only just

LIFESPAN 2

There are clips to unlock. Hooray

1
10

OVERALL

Regardless of your musical politics, this stinks like a dead rat

CUBIX

ROBOTS FOR EVERYONE



**BUILD
A BOT**



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SEE YOUR BOT IN THE NEXT CUBIX SERIES

PLUS LOADS OF GREAT RUNNERS UP PRIZES*

*prizes split between 3 age categories

THREE EASY STEPS

- 1 - NAME YOUR ROBOT
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- 3 - DRAW A PICTURE OR DESCRIBE YOUR ROBOT

All entries to include name, age and full address and sent in a stamped addressed envelope to: 'Build a Bot' competition, Cartoon Network, PO Box 2798, London W1A 5LE. Closing date for all entries is 15th April 2002. Competition open to residents of the UK only. For full list of terms and conditions visit www.cartoonnetwork.co.uk or toon text page 240.

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NETWORK**

www.CartoonNetwork.co.uk

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3DO

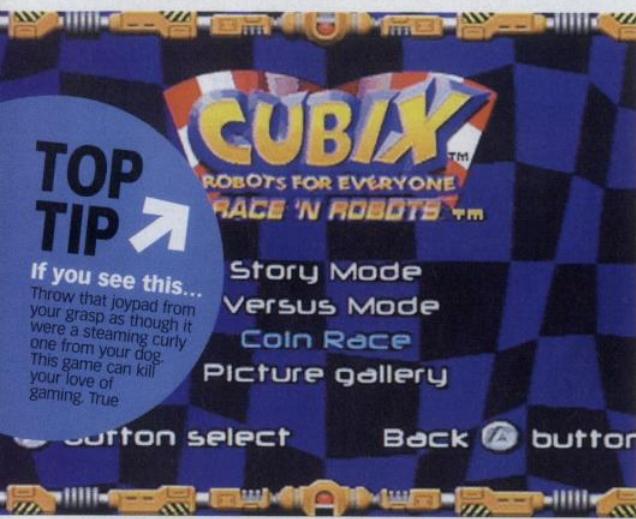
Computer games releasing March 2002

**PC
CD
ROM**



**GAME BOY.
COLOR**

GAME BOY ADVANCE



THE FACTS



OUT NOW
PRICE £13
PUBLISHER 3DO
DEVELOPER 4KIDS ENTERTAINMENT
AGE RATING NONE
PLAYERS ONE TO TWO
TEL 0207 490 1323

OR YOU COULD TRY...

GRAN TURISMO 2
OPM55 10/10
The best serious racer, which just wants to be played again and again...

CRASH TEAM RACING
OPM53 9/10
Great cartoon karting fun that shines even brighter with a couple of mates

CUBIX ROBOTS FOR EVERYONE: RACE 'N ROBOTS



Some things in life are so shockingly woeful that to actually articulate the pain suffered is an exercise in masochism. *Cubix* is that bad

but sadly we don't have the luxury of keeping quiet as we have an obligation to tell you, our readers, what's poor as well as what's good. So bear with us as we take you into the gaming hell that is *Cubix*.

The game is based on the new cartoon series of the same name so you'd expect some kind of narrative that's related to the cartoon. And yes, there is a story running through the game (told via some decent FMV interludes between levels) but it's meaningless in terms of gameplay so there's no reason to consider it any further.

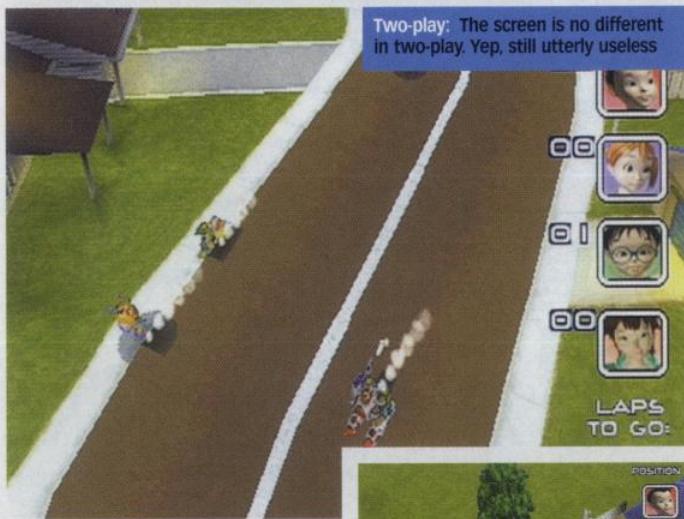
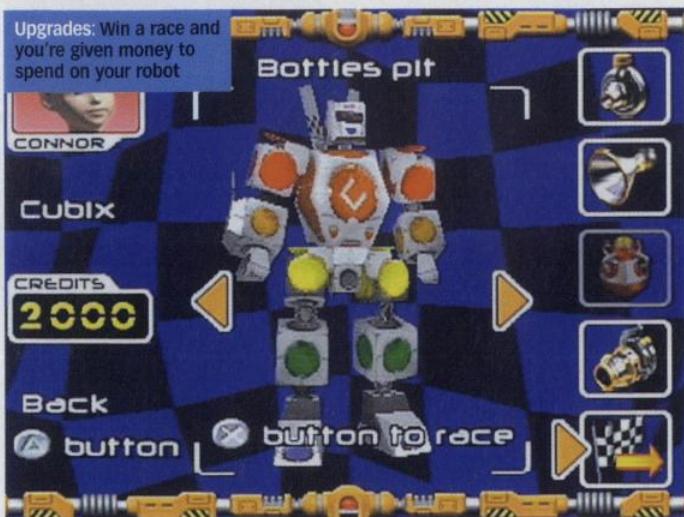
Having found out that the main kid on the

***Cubix* pushes videogaming to an all-new level of absolute crapness**

block is Connor and the meanest machine is Cubix, you choose the lethal duo and expect at least a modicum of fun to ensue. No such luck. Your immediate reaction when you start the race is "Who the hell am I?" with racing robots going all over the place. As you don't yet know what your robot looks like in a race, you have to do some ridiculous manoeuvres just to find out which racer you're 'controlling' (not the most

appropriate word to use in relation to this game). Having established which racer you are, your next reaction is to audibly gasp, then laugh, at the useless viewing perspective. It's top down (which in itself could be OK – it worked for *Micro Machines* after all) and has minimal track viewing, but the most appalling feature is that when you're out in front you can see only a tiny part of the track ahead. In fact,

"Your immediate reaction when you start the race is 'Who the hell am I?'"



it's next to nothing. Was *Cubix* play-tested at all? Didn't it occur to the developers that not being able to see the road ahead could be a mistake for a racing game?

Against what would seem to be the most unfair of odds, you'll still win the race as it's about as difficult as eating chocolate. For your endeavour you'll receive credits which can be spent upgrading your robot. Unfortunately, having a faster racer only exasperates the problem of not being able to see the road ahead, making it an unwelcome reward for your success. So one appalling race follows another and you finish the story mode in next to no



● **WASTE MONEY...**
Fancy throwing a few bucks away just to spite your wallet? Well, *Cubix* is the game for you. First, hand over £13 to the shop owner (who *will* laugh at you and point you out to the rest of the shop assistants for a full-on comedy moment). Play the story mode, followed by coin and two-player modes. Feel satisfied your money has been well and truly wasted. Result.

The last and laborious

It's only fair we back up our words with evidence. Witness the chronic perspective that shoves your nose up against the end of the screen so you have no chance of seeing the road ahead. And don't think we're showing you exceptionally bad moments in the game. Nope, this little runaround is typical of the game in all its abysmal 'glory'. The question begs... why? Really, why?



so, here we are and, yes, we are travelling down the screen. Not much to see ahead, is there?



We've improved our position but incredibly the perspective has got worse.



Nice cornering... but look at the amount of track on view! What lies ahead?



See that smoke trail? That's us disappearing out of view! Flippin' hopeless or what!?



Unbelievably we are still racing... we're 'hidden' behind that blue building!



time. Other play modes are two-player and a 'grab-the-most-coins' race – both as bad as, if not worse than, the story mode. Dire controls, hopeless viewing perspective, pointless upgrades, gameplay without a hint of fun – this has to be worst racer ever to mar PlayStation.

Excuses may be made that this game is clearly aimed at a young audience. So what? Do younger gamers deserve videogame detritus? No matter how young you are, or how much you come to like the cartoon series – DO NOT BUY this gaming equivalent of the most rancid turd on the bottom of your shoe. We came, we saw, we played, we wept, we nearly wanted to give up our jobs.

● Mike Jenkins

VERDICT

Official UK
PlayStation
Magazine

● **GRAPHICS 2**
Nice FMV but the rest is very poor

● **GAMEPLAY 1**
Appalling, dire, abysmal...take your pick

● **LIFESPAN 1**
Mayflies have lived longer

OVERALL
There's just so much wrong with this game. Utter, utter rubbish

10
1



HUNGRY BEAST

of Justice

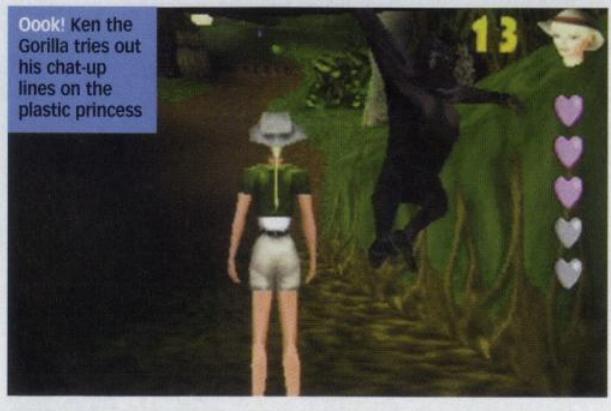
THE ACCUSED



OPM WHAT-A-STATE PENITENTIARY

NAME: *Barbie Explorer*
CHARGE: Acute dullness

Oook! Ken the Gorilla tries out his chat-up lines on the plastic princess



Our mission: to punish the worst new game of the month for crimes against PlayStation. It's time for rough justice...

CASE FOR THE PROSECUTION



- DULLER THAN A WET WEEKEND IN A GRIMSBY AND LESS ADVENTUROUS THAN PLAYING ON THE SWINGS IN THE PARK
- NO GUNS, KNIVES OR SIMILAR "FUN" EXPLORER ITEMS
- IMPERSONATING MS LARA CROFT
- STEALING INDIANA JONES' HAT

CASE FOR THE DEFENCE



- THE GRAPHICS ARE OK, WE SUPPOSE
- THERE ARE MONKEYS IN THE GAME!
- SURE TO APPEAL TO EVERY SIX-YEAR OLD GIRL GAMER ON THE PLANET

THE VERDICT



Barbie Explorer. You masquerade as an adventure game yet you are nothing more than a dreary platformer with lipstick and your innate dullness is an insult to female and male gamers alike. How dare you seek to mimic the *Tomb Raider* games – Lara Croft is real, you are just a plastic plaything.

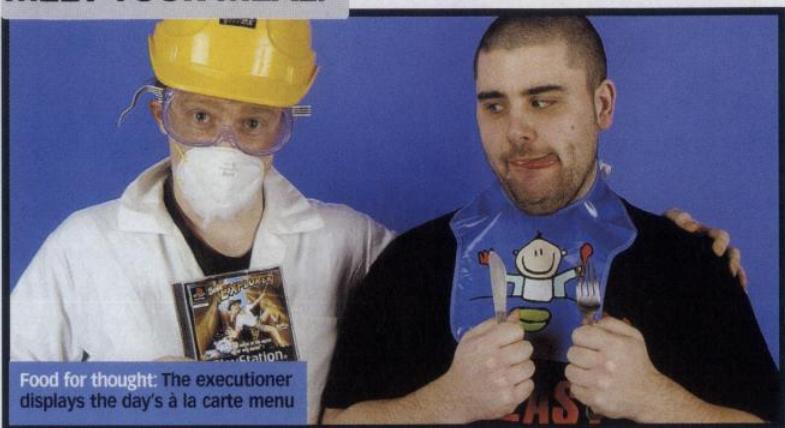
"BRING ME BEAST!"

Guilty!

Our Pledge

To rid the world of gaming guff

MEET YOUR MEAL!



**TODAY'S INSTRUMENT
OF JUSTICE IS THE...**

HUNGRY BEAST

As selected by Jamie Cole of Newcastle. He gets a PlayStation game, four licked cola cubes sweets and a knitted jumper from Nick's Gran



BARBIE PREPARE TO MEET THY MAKER



Special thanks to Andrew 'Beast' Hind

GAME CRIME – TOGETHER WE'LL SMACK IT

VOTE NOW! Select next month's weapon from the list below. If your name is drawn from our executioner's hood you'll win a prize and see your weapon in action!

<input type="checkbox"/> Flames	<input type="checkbox"/> Frying pan
<input type="checkbox"/> Hungry beast	<input type="checkbox"/> Arrows
<input type="checkbox"/> Microwave	<input type="checkbox"/> Rocket
<input type="checkbox"/> Concrete overcoat	<input type="checkbox"/> Acid bath
<input type="checkbox"/> Wheels	<input type="checkbox"/> Clay pigeon
<input type="checkbox"/> Ninja	<input type="checkbox"/> Rugby try
<input type="checkbox"/> Cheats Daddy	<input type="checkbox"/> Firing squad
<input type="checkbox"/> Fat bloke	<input type="checkbox"/> Baseball bat

Name

Address

Favourite sandwich filling



**"SPIN, SPIN,
WHEEL OF JUSTICE
SEE HOW QUICK WE SPLAT THE TAT..."**

Send this form to: Justice! OPM, 30 Monmouth St, Bath, BA1 2BW

The

Knowledge

YOUR GUIDE TO THE BEST PLAYSTATION GAMES EVER

PlayStation Top 5 Shooters

If you want big guns, laser cannons and kill-a-minute carnage, here are the best blast 'em ups you can buy

No. 1 Quake II



A fantastic first-person romp that forces you to fight your way across a hostile alien planet with a sackful of futuristic weapons and in the face of relentless legions of homicidal baddies. Dazzling graphics, explosive gameplay and the superb four-player "hunt and slaughter your mates" option means near endless lifespan.

PUBLISHER ACTIVISION • SCORE 10/10 • ISSUE OPM51 • DEMO OPM51

CHEAT RANDOMISER Infinite ammo and all weapons for multiplayer: Finish game in hard mode

No. 2 Alien Resurrection



Death by acid burn lurks around every corner in this brooding and claustrophobic spacebound nightmare. Mixing up adventure and combat to excellent effect, it's rock hard but worth the struggle. Was that a blip on the motion track? Arghh!

PUBLISHER FOX/EA • SCORE 8/10 • ISSUE OPM51 • DEMO N/A

CHEAT RANDOMISER All enemies killed in stats screen: C20B29E4 0001, 800B29E8 0000

No. 4 Colony Wars: Vengeance



If roaring around in spaceships, running combat missions sounds appealing, then look no further than this supreme space shooter. Gorgeous intergalactic graphics, stunning dogfights and rich variety make for compulsive, though challenging, gaming.

PUBLISHER SONY • SCORE 9/10 • ISSUE OPM39 • DEMO OPM39

CHEAT RANDOMISER Unlimited secondary weapons: Enter Chimera (case sensitive) as password

No. 3 Time Crisis

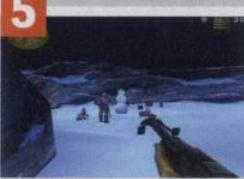


Lock 'n' load your lightgun for the speediest and most addictive arcade-style frag fest on PlayStation. You'll need to be sharp of eye and swift of hand to defeat the multitude of vengeful thugs who've kidnapped the president's daughter.

PUBLISHER SONY • SCORE 8/10 • ISSUE OPM27 • DEMO N/A

CHEAT RANDOMISER Tip: You can blast grenades while they are in mid air

No. 5 Medal Of Honor



Playing as an Allied secret agent, MOH takes you on a tense journey behind enemy lines in Nazi Germany. Steeped in atmosphere, the mission objectives range from sabotaging U-boats to all-out tommy gun battles. Superb in every way.

PUBLISHER ELECTRONIC ARTS • SCORE 9/10 • ISSUE OPM54 • DEMO N/A

CHEAT RANDOMISER The making of level five history: Enter KOMET into the Enigma Machine

PlayStation Top 5 Sports

Step up the sporting legends – there are no early baths among this collection of champions

No. 1 ISS Pro Evolution 2



ISS is the best footie game yet – on any console – and if you love the sport, then it's undoubtedly one of the best games ever. ISS is delightfully realistic, totally addictive and you'll never score the same goal twice. The nearest thing you'll get to real football. If you don't have this in your collection, you're really missing out.

PUBLISHER KONAMI • SCORE 10/10 • ISSUE OPM69 • DEMO OPM73

CHEAT RANDOMISER All-star teams: Press ↑, ↓, ←, →, ←, → to unlock two All-Star teams in cup mode

No. 2 Tony Hawk's Pro Skater 2



The brilliant *Tony Hawk's* is unrivalled in the street sport genre. Near infinite trick variety, cunningly designed courses and a demanding but fulfilling career mode back up exquisite animations and irresistible gameplay. Play it. Love it.

PUBLISHER ACTIVISION • SCORE 9/10 • ISSUE OPM63 • DEMO OPM59 & 68

CHEAT RANDOMISER Big Heads: Pause, hold □ and press @, ◎, ↑, ↓, ←

No. 3 Everybody's Golf 2



This is fun, light-hearted, arcade golf for one to four players that's thankfully missing the lurid Pringle sweaters. The cartoon characters make for a jovial atmosphere but the game remains faithful to the sport, without being anal. Swinging.

PUBLISHER SONY • SCORE 9/10 • ISSUE OPM59 • DEMO OPM58 & 75

CHEAT RANDOMISER In-Game reset: Press □ + ▢ + □ + □ + □ + □ + □ + □

No. 4 Anna Kournikova's Smash Court Tennis



Smash Court serves up a refreshing spin on a rather dull sport. Behind the simple retro graphics lies an arcade game that is by turns naughty, silly and nasty – but ultimately damn good fun to play, especially in four-player mode. Ace.

PUBLISHER SONY • SCORE 8/10 • ISSUE OPM46 • DEMO OPM48

CHEAT RANDOMISER Hint for receiving: Stand towards the outside of the court but a little nearer the net than normal

No. 5 NFL Blitz 2000



American football stripped of rules and dreary chalkboard sessions and turned into a joyful, thrill-a-minute battle with near inexhaustible gameplay. Tactics aren't forgotten but adrenaline-soaked bone-crunching violence is what this is all about. Hut.

PUBLISHER MIDWAY • SCORE 9/10 • ISSUE OPM54 • DEMO N/A

CHEAT RANDOMISER Play as Demon from *Mortal Kombat*: Enter name as SHINOK and pin number as 8337

PlayStation Magazine Top 5 Racing Sim

Blister your tyres (and thumbs) with these hyper-real, pole position racing games

No. 1 Gran Turismo 2



What a game. No other racer can touch it for number of cars, realism, mechanical tinkering or pedal to the metal action. The progressive difficulty level curves superbly, leading you from novice in a hatchback to speed demon in an 800hp beast. With exquisite graphics and months of gameplay, everyone should own GT2.

• PUBLISHER SONY • SCORE 10/10 • ISSUE OPM55 • DEMO OPM53

CHEAT RANDOMISER Gold international A license: Enter the Action Replay codes 50000AA4 0000, 801CB390 0400

No. 2 TOCA: World Touring Cars



• PUBLISHER CODEMASTER • SCORE 10/10 • ISSUE OPM62 • DEMO OPM62

CHEAT RANDOMISER To get TVR Speed 12 car: Collect 470 points for this bonus car

No. 4 Formula One 2001



• PUBLISHER SONY • SCORE 9/10 • ISSUE OPM71 • DEMO OPM74

CHEAT RANDOMISER When to stop: On a 20 lap race, pitting around lap 10-11 is best

No. 3 Colin McRae Rally 2.0



• PUBLISHER CODEMASTER • SCORE 9/10 • ISSUE OPM57 • DEMO OPM60/75

CHEAT RANDOMISER For no damage in time trial and single stage rally: At the cheat options screen, type in FRIDAYSCHILD

No. 5 V-Rally 2



• PUBLISHER INFOGRAPHICS • SCORE 10/10 • ISSUE OPM47 • DEMO OPM54

CHEAT RANDOMISER For a gold coloured car: At the enter driver screen type GOLDNUGGET

PlayStation Magazine

Hot pursuit, 'bot-shuddering crashes and guns typify these high-impact beauties

No. 1 Driver



Tanner, maverick undercover cop and star of this groundbreaking mission-led driving game, is PlayStation's coolest character. Hare around the mean streets of '70s America in oversized auto-mobiles, infiltrating a criminal gang and avoiding the uniformed cop cars. Sometimes excruciatingly hard, but always a thrill to play.

• PUBLISHER INFOGRAPHICS • SCORE 9/10 • ISSUE OPM44 • DEMO OPM44 & 74

CHEAT RANDOMISER To view the credits: Type **1, 1, 1, 1, 1, 1, 1, 1, 1** on the main menu and then go to the cheats menu

No. 2 Grand Theft Auto



• PUBLISHER TAKE 2 • SCORE 8/10 • ISSUE OPM28 • DEMO OPM28

CHEAT RANDOMISER To get 99 lives: Enter SATANLIVES as a player name

No. 4 World's Scariest Police Chases



• PUBLISHER ACTIVISION • SCORE 9/10 • ISSUE OPM73 • DEMO OPM76

CHEAT RANDOMISER All starting locations in patrol mode: Enter **↓, ↑, ←, →, X, Y, A, B, Z** at the main menu

No. 3 Rollcage Stage II



• PUBLISHER SONY • SCORE 9/10 • ISSUE OPM57 • DEMO OPM56

CHEAT RANDOMISER SURVIVOR MODE: Exactly enter HERE.TODAY.GONE.LATE.AFTERNOON as a password

No. 5 Wipeout 3: Special Edition



• PUBLISHER SONY • SCORE 9/10 • ISSUE OPM61 • DEMO N/A

CHEAT RANDOMISER Infinite hyperthrust: Enter MOONFACE as a default name

Top 5 Role Playing

1 FINAL FANTASY VII



2 VAGRANT STORY



• PUBLISHER SQUARE • SCORE 10/10

• PUBLISHER SQUARE • SCORE 9/10

• PUBLISHER KONAMI • SCORE 9/10

• PUBLISHER SQUARE • SCORE 9/10

• PUBLISHER SONY • SCORE 9/10

Fact Attack

Over ten years of game playing, the average gamer's hands will produce 100,000,000 units of candle power through friction. That's more heat than the Sun generates in a 24-hour period. Wow and witt! **Fact.**

Source: The Fiery Book Of Flippant Facts



PlayStation Oscars



The Oscar for most perfectly formed female upper body goes to... **Tifa Lockhart** from FFVII. "Are you having a laugh?" Lara Croft fumed, clearly jealous.

PlayStation Magazine Top 5 Fighting

Want to beat the bejesus out of someone and fast?
Then stitch this bunch of hardcases

No. 1 Tekken 3



Without question the undisputed master of beat 'em ups, this is the third instalment of Namco's *The King of Iron Fist Tournament*. With eight different modes of play and stacks of characters with thousands of deadly moves to learn, nothing else can touch the game for variety and raw, face-pummelling aggression.

● PUBLISHER SONY ● SCORE 10/10 ● ISSUE OPM36 ● DEMO OPM36 & 49

CHEAT RANDOMISER Fight as Bryan: Complete arcade mode with six characters

No. 2 WWF SmackDown! 2



● PUBLISHER THQ ● SCORE 9/10 ● ISSUE OPM66 ● DEMO OPM71 (SMACKDOWN! 1)

CHEAT RANDOMISER Unlock all superstars quicker: Skip the matches in the season mode

No. 4 Soulblade



● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM19 ● DEMO N/A

CHEAT RANDOMISER Li Long alternate ending: During the ending sequence press A and B repeatedly

No. 3 Tekken 2



Graphically inferior to *Tekken 3* but with more immediate pick-up and play value, *Tekken 2* remains a first-rate punch and kickfest some four years after its release. Superb characters, a preposterous plot, and playability in bucketloads. Cracking stuff.

● PUBLISHER SONY ● SCORE 10/10 ● ISSUE OPM11 ● DEMO OPM1

CHEAT RANDOMISER Fight as Lee: Complete the game as Hiehachi

No. 5 Street Fighter Alpha 3



The best of the legendary *Street Fighter* series, there's no place for random button bashing in this purist's title that adopts a 2D comic book face. The gameplay is perfection itself as you travel the world in search of generously-muscled opposition.

● PUBLISHER VIRGIN ● SCORE 9/10 ● ISSUE OPM44 ● DEMO N/A

CHEAT RANDOMISER Maki mode: Complete arcade mode on level seven

PlayStation Magazine Top 5 Party

If you love a party with a happy atmosphere, then let OPM take you there with these great multiplayer titles

No. 1 Micro Machines V3



Perfect entertainment for any social gathering, this is pocket-sized racing with the tiniest of toy cars and household tracks ranging from the breakfast table to the bathroom. Original, cute, colourful and – most importantly – enormous fun, this one will give you many a giggle and more.

● PUBLISHER CODEMASTERS ● SCORE 9/10 ● ISSUE OPM18 ● DEMO OPM20

CHEAT RANDOMISER Big jumps: Pause and press ⌘, →, →, ↓, ↑, ↓, ←, ↓

No. 2 Crash Team Racing



● PUBLISHER SONY ● SCORE 9/10 ● ISSUE OPM53 ● DEMO OPM53

CHEAT RANDOMISER Super turbo pads: On main menu hold ⌘ + ⌘ and press ⌘, →, →, ⌘, ←

No. 4 Bust-A-Move 2



● PUBLISHER ACCLAIM ● SCORE 8/10 ● ISSUE OPM8 ● DEMO OPM8

CHEAT RANDOMISER 30 Continues: On the options screen, press ⌘, →, ⌘, ⌘, ⌘, ↑, ↓. When the timer appears, press ⌘

No. 3 Worms Armageddon



One of the most original, addictive multiplayer games of all time with simple, intuitive controls and cute visuals. *Worms* has players passing around the controller, each taking turns to rain down destruction on each other with outlandish weapons.

● PUBLISHER HASBRO ● SCORE 8/10 ● ISSUE OPM53 ● DEMO OPM54/75

CHEAT RANDOMISER All weapon crates have sheep: Earn gold medal in crazy crates training mode

No. 5 Music 2000



Genius sampling software that lets all dope MCs cut their tracks on PlayStation. Four-player jam mode lets everyone load a controller with beats, loops and samples and tap their funky Fat Boy way to a bad choon. Or wicked racket.

● PUBLISHER CODEMASTERS ● SCORE 9/10 ● ISSUE OPM53 ● DEMO OPM55

CHEAT RANDOMISER Sorry but there just ain't any. You just gotta keep practising to make some bouncin' tunes

Top 5 Intro Movies

1 LEGACY OF KAIN: SOUL REAVER

PUBLISHER EIDOS ● SCORE 9/10



2 METAL GEAR SOLID

PUBLISHER KONAMI ● SCORE 10/10

3 SOULBLADE

PUBLISHER SONY SCORE 9/10

4 TEKKEN 3

PUBLISHER SONY ● SCORE 10/10

5 GRAN TURISMO

PUBLISHER SONY ● SCORE 10/10

Who You Gonna Call...

For all your gaming queries...

- 3DO 020 7761 9300
- ACCLAIM 020 7344 5000
- ACTIVISION 01753 756 100
- CAPCOM 020 8846 2550
- CODEMASTERS 01926 814 132
- DISNEY 0161 827 8181
- EA 0870 243 2435
- EIDOS 020 8636 3000
- EMPIRE 020 8343 9143
- EON 0700 4366 344
- INFOGRAMES 0161 827 8061
- JVC 020 7240 3121
- KONAMI 020 8582 5573
- LEGO 08457 080 070
- MIDWAY 020 7938 4488
- MICROIDS 01908 223377
- MIDAS 01279 858 000
- REPLAY 020 7938 4488
- SCI 020 7585 3308
- SONY 020 7859 5000
- SONY PLAYSTATION HARDWARE LINE 08705 998877
- SQUARE 020 7291 5100
- TAKE 2 0870 124 2222
- THQ 01483 767 656
- UBI SOFT 0870 800 6160
- VIRGIN 020 7551 4222

the Mindgap

If you're missing any issues of the mag, or want to get hold of an old demo, then just ring the number below...

CALL THE BACK ISSUES HOTLINE

0870 444 8655

Calls charged at normal national rates



Bargain Hunter

You won't have to steal a car to afford this gem

GRAND THEFT AUTO 2

THE FACTS OUT NOW • PRICE £10 • PUBLISHER TAKE2



What do you get if you cross Mike Tyson with Paulo Di Canio, an MMR jab and Marmite? Something damned controversial, that's what.

Although not nearly as controversial as the *Grand Theft Auto* series has proved to be.

For those asleep at the back, *GTA2* is the mega-successful sequel to the original gangster sim. The only aim of the game is to earn money. The more dangerous the job, the more money you get for completing it. And as you're some kinda badass hoodlum the jobs you're offered usually involve car-stealing, running people over and blowing things up. As opposed to accountancy or woodwork.

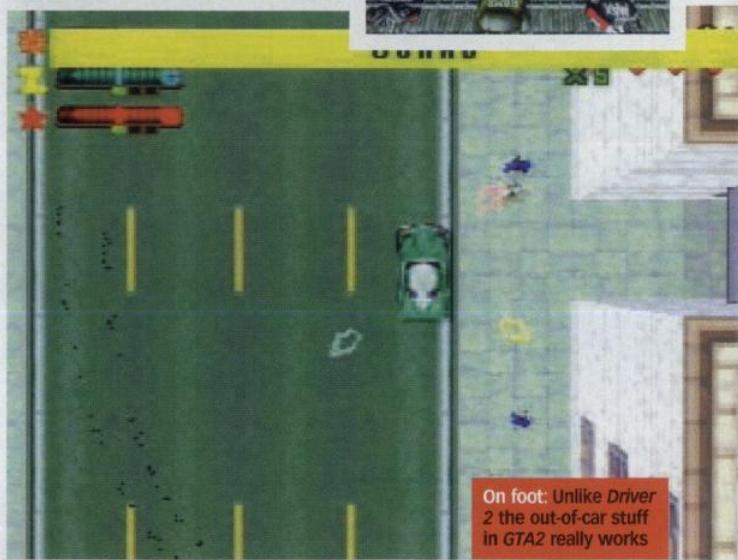
Look beyond the game's schlock horror plot though, and *GTA2* is a very good game. The city is huge and populated by a myriad of rival gangs and law enforcement officers. It's also a fairly freeform environment. If you want to take a break from the life of crime then you can earn money in several legitimate ways. Like driving a

taxi. Also, as you progress through the game you'll often find yourself drawn into the middle of a complex gangland turf war, making life just that extra bit more dangerous. Indeed, for a game that brands itself as a brainless arcade thrill, there's more intelligence at work here than you'll find in your average PlayStation adventure title.

Those of a squeamish disposition will also be reassured by the graphics. As you can doubtless see for yourself by glancing around the screenshots on this page, the game's top-down graphics haven't dated so well. In fact, they looked old hat when the game was first released in 1999. And while the graphics serve the gameplay adequately, their undeniably weedy nature does make the media furore that initially surrounded *GTA2* seem a bit ridiculous.

So forget the cheap-shots of opportunistic politicians or the just-add-water breakfast TV hysteria, because *GTA2* is a very good title. Albeit one with dubious morals. • SA

"Those of a squeamish disposition will be reassured by the graphics"



Bangs for bucks:
Make your car's rubber literally burn

VERDICT

Official UK
PlayStation
Magazine

• GRAPHICS 6
Fast but mostly functional

• GAMEPLAY 9
Ahead of its day arcade adventuring

• LIFESPAN 9
Tough and gripping

OVERALL
At this price *GTA2*'s an absolute steal for the over 18s

9
10

THE'RES
ONE
OF
THE
STEVEN
GERBARD



Official UK
PlayStation
Magazine
Top stuff

Best joypad



DUAL SHOCK

PRICE £20 FROM SONY
TEL 08705 998877 SCORE 9/10

Best screen



SONY MINI-SCREEN

PRICE TBA FROM SONY
TEL 08705 998877 SCORE 10/10

Best gun



G-CON

PRICE £30 FROM NAMCO
TEL 0208 324 6120 SCORE 9/10

Best wheel



SPEEDSTER 2

PRICE £50 FROM SONY
TEL 08705 998877 SCORE 9/10

Win all this!

To gather up this month's Top Stuff all for yourself ring **09013 882264** and answer the following question:

Q: Who is the coach of the England footie team?

1. Sven-Göran Eriksson
2. Kevin Keegan
3. Graham Taylor

Note: You must call between 22/03/02 and 18/04/02. Calls cost 25p (less than the price of a stamp). Check with the bill-payer before calling. No purchase necessary. Usual rules apply (see page 99). The winners are drawn at random.



5" TFT MINI-SCREEN

PRICE £120 FROM LOGIC 3
CONTACT 0208 902 2211 OUT NOW



"Haven't I seen you somewhere before? Do you do a show at that expensive joint in Soho?"

We'll let you into a little secret about this LCD mini-screen, it's exactly the same as the Joytech one we featured in *OPM78*. Joytech's model scored a mighty 8/10, placing it second only to the still-not-in-the-bloody-shops official Sony screen. Being the same in all but company name, the Logic 3 version has the same high quality picture resolution and sound output plus headphone socket, car adaptor etc but there's a major problem. What would that be? The small matter of a £40 price difference in Joytech's favour. Tsk. • CF

VERDICT

Official UK
PlayStation
Magazine

OVERALL

Great, but too pricey... I'd sooner buy rubber products. Mmm, rubber...

6
10

Logic3



Control F*ck

"Oooh...lovely tasty hardware...mmm...oooohh..."



P99G2 LIGHT BLASTER

PRICE £20 FROM LOGIC 3
CONTACT 0208 902 2211 OUT NOW



"Oooh, is that a gun in your PlayStation or are you just sooo happy to see me?"

Fairly compact, nice and light, and, above all, spot-on in the all-important accuracy stakes. G-Con compatible (so you can use it in your *Time Crisis* frag fests) with all the necessary bits and a reload/duck pedal kit it out very nicely and makes it user friendly. It also has one of those slappy recoil appendages that may look good for authenticity but just ends up being a pain and messes with your accuracy. For £20 squid you could get cheaper but this performs well and is worth the dosh. • CF

VERDICT

Official UK
PlayStation
Magazine

OVERALL

Doesn't top the G-Con but a neat piece of kit that comes recommended

7
10

SOUND STATION 2

PRICE £50 FROM LOGIC 3
CONTACT 0208 902 2211 OUT NOW



"Black and blue baby I love you'. My singing, these speakers - marvellous!"

Although these cheap and cheerful chappies are designed to go with a PS2, they work just as well with any PlayStation model and indeed with other audio equipment like Mini-Disc and DVD players. The set-up consists of a 20-watt bass sub-woofer and two 3-watt satellite speakers. It may not sound like much but the rig kicks out plenty of noise without distorting and the adjustable bass and volume means you can choose how much you want to irritate the neighbours. • CF

VERDICT

Official UK
PlayStation
Magazine

OVERALL

Not for purists but are good enough to enhance your gaming experience

8
10



THE RE EDS OF PORTS CAREERS

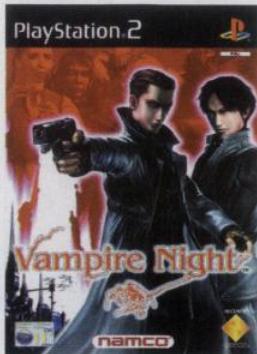
You may be excellent at football. But you could also be brilliant at something else. There are loads of careers in football that don't rely on luck. Have more of a say in your future. Higher education could lead to a career as a team doctor, sports journalist or even as the Chief Executive of the FA. You might even end up owning the club that signs the next Gerrard. For a free magazine call **0800 587 8500** and more information visit www.dfes.gov.uk/aimhigher

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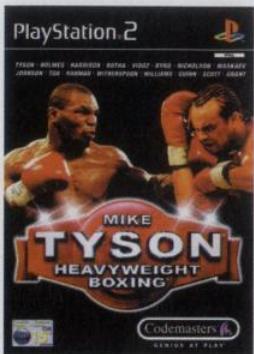
TO BUY ALL OF THESE GAMES WOULD COST AROUND £160



ICO



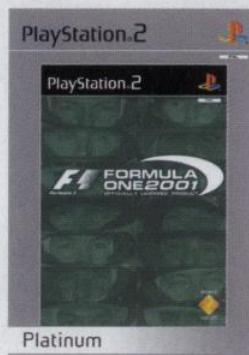
VAMPIRE NIGHT



MIKE TYSON
HEAVYWEIGHT
BOXING



DEAD OR ALIVE 2



FORMULA ONE 2001

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MONTH'S ISSUE FOR LESS THAN £5.50?**



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OFFICIAL MAGAZINE-UK**

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Official UK

PlayStation® Magazine

Extended Play

Ⓐ TIPS ⓒ DEMOS Ⓝ COMPOS ⓔ GAME CHALLENGES



ByteBack

Letters

Editorial staff evictions and time capsules feature in this month's enchanting letters pages.....page 58

Text Maniac

Shrtd ramblings frm OPM redrs evrywrepage 60

Subscribe

Want the truth? Sign up with subs and OPM will drop on your mat early every monthpage 80



Letters: Is Spyro a spot on the arse of gaming or star of some great platformers?

Game Aid

Top Game Tips

c-12, *Tenchi, In Cold Blood, Driver 2, Spider-Man* and more busted open. page 62

Cheats Daddy

The Daddy dispenses wisdom on *Final Doom, Tomorrow Never Dies* and morepage 64

Official Masterclass

Final Fantasy VI and *Alone In The Dark 4*page 66



Final Fantasy VI: We break it down so you can complete it, and pretend you're clever

Disc Inferno

Top Demo

Check out what to expect and what great prizes you can win by playing our 11 playable demos.....page 81

Goal Of The Month

GOTM receives its first lady goal. Will she win? page 93

Champions League

Can you sting the egos of the OPM team?page 95



Special selection: *Rayman Rush* is just one of the top games on our disc this month

Compos

Expensive Stuff

Up for grabs this month: a pile of *The Simpsons* gubbins and a new TV and DVD playerpage 98

Win! Win! Win!

Get lucky and win signed WWF stuff and *Star Wars* graphic novelspage 99

Crossword

Combine gaming know-how with rudimentary language skills and bag yourself £200!page 99



Home entertainment: Your chance to win a massive telly and DVD player...



● **SNAILMAIL** ByteBack, Official UK PlayStation Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW
● **SPACEMAIL** opm@futurenet.co.uk ● **JOY OF TEXT** 07764 175885

ByteBack

Is *Bishi Bashi* really that special? Is *Spyro* a flaming disgrace? Is the OPM team sexist or sexy? All this plus the usual silliness – it's yer letters



MAN OF LETTERS

Did you know that Dr Hilary Gnarlis (ie Nick) takes all of your mail home to read in bed to help him get to sleep? No? Well now you know. Scary thought isn't it? Mail opinions, queries and rants to opm@futurenet.co.uk

LIFE'S A GLITCH

While I was playing the Los Angeles level on Hawk's 3 I found a great way to get a massive score. I was riding the elevator up from the lobby in the glass building, went for a grind and found myself just hanging in mid-air. The game let me carry on linking tricks together so I took a pic for you [see over the page]. Bet no one can beat my score of over 230 million for one trick!

James Stroud
Tonbridge

That sure is an impressive score James. Now lets see you repeat it without the aid of a graphics fault! **OPM**

FOREIGN CORRESPONDENTS

Readers dropping us a line from overseas this month included Sneed from South Africa, who wrote to say "love the mag". Kenneth from Auckland in New Zealand is getting bugged by winning on an out-of-date scratch cards. Tony from Oz emailed to tell of his frustration at being 99% through *Terracron* and unable to lick the last 1% and finally wrestling fan Muhammad Afzal from Denmark wrote to us about... wrestling! Big ups to all our foreign readers, wherever you may be on Planet PlayStation.

MUMFORD'S RIGHT BACK IN IT

Did you know that Mumford has deserted videogame magazines entirely and now plays as a defender for Swansea City Footie Club? Well he

does and his first name is Andrew.

Terry
Swansea

We've checked and it's true, SCFC do have Mumford on their books. Where's the gormless expression and specs though? Hmm. **OPM**

BISHI BASHI BEST?

I believe *Bishi Bashi Special* is the all-time greatest game. Why, I hear you cry? Well three reasons mainly. 1): It teaches new PlayStation gamers where all the buttons are, 2): All other Japanese games of that calibre are based purely on a game in *Bishi Bashi* (eg *Power Diggerz* is just the building demolishing game from *Bishi Bashi* but slower, 3): Where else can you find a game that can hold the attention of even the most day-dreamy person? It also seems that many "weird and original" games of today are just rip offs of one or two *Bashi* mini-games. I believe it's a truly stunning game that deserved a whole lot more success than it got.

Matthew Rowbotham
e-mail



STAR LETTER



Strongest link: The PSOne defiantly lives on, but where's Ray Cole now eh?

SPIRITUAL SQUEALING

I was looking through my old OPM mags and noticed in OPM58 (or PSM as it was then) the star letter written by a man called Ray Cole. In his letter he said he could not see our trusty little grey box lasting more than 18 months after PS2 came out and said to "put this letter in a time capsule and retrieve it in February 2002 to see if I am right". He was VERY WRONG because now the best games EVER are coming out on PlayStation (besides *Creatures* of course!). I would just like to say HA! It survived, you bum hole so go chew on a brick and worship that little grey wonder known as PlayStation!

Ewan Armstrong Bridges
Welwyn Garden City

It was 25 issues ago that Ray Cole's letter appeared in OPM and here we are, still merrily chugging along with top titles like *Panzer Front Bis*, *Rayman Rush*, *World Rally Championship* and *FFVI* rolling onto PS1. With 54,000 PSOne consoles sold last December alone, PS1 is here to stay. **OPM**





Spyro: Is it a pile of poo with purple wings?

To be fair, we did give *Bishi Bashi Special* its dues back when we reviewed it back in *OPM58*. The whacked out mini-game fest received a score of 8/10 and Cat Channon (remember her?) said, "Equal parts hilarious to bonkers, *BBS* is fantastic... the ultimate party game." So we agree Matthew, a top game indeed but teaching you where the buttons are has to be one of the strangest reasons for calling a game great! **OPM**

UP IN SMOKE

Hey you *OPM* head cases, watcha' doing giving *Spyro 2* 10/10 in *OPM52*? It is CRUD! The graphics are worse than the *Super Bub* contest from



Killing time: James Stroud hangs about for a bit!

OPM81, and the gameplay is trash! It is a pile of poo with purple wings! It's the pits! And getting rated better than *World's Scariest Police Chases in OPM73* is just living hell. That stupid pile of dung should have got 0/10! I can't believe you call yourselves game reviewers. If I ever catch you freaks rating a *Spyro* game more than 1/10 again, I'll come to your office with a sharp axe, OK? Oh, and by the way, I have allies with your personal records.

Ed Davis

Ed, are you just being contentious so you make it onto the letters page? Either that or you're writing from the Duke Nukem Institute For Demented Gamers. I'm sure your ridiculous comments will incense a large majority of readers, who'll sign on to defend the *OPM* office against axe-wielding crazies such as yourself. Viva *Spyro!* **OPM**

ELLIS OUT!

Thought you'd like to know that Aston Villa supporters are disgusted with Nick's contribution to *OPM* and have



started a campaign to get him booted off the mag. Picture enclosed.

Marcus
Birmingham

Point taken, I'm outta here. **OPM**

POETRY CORNER

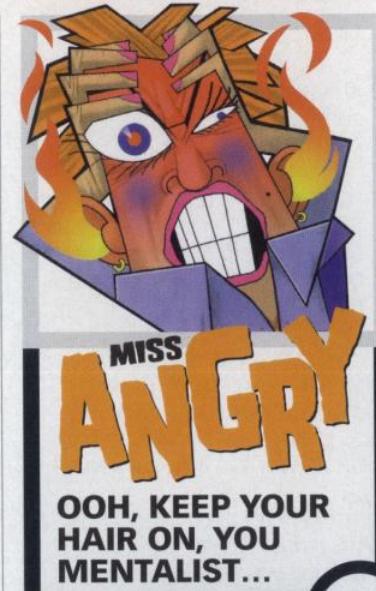
OPM is a very good mag, if you pass it around the playground, it makes a lot of tongues wag. I keep it close to my bed, or pressed to my heart. *OPM*'s the best mag ever it's number one in my chart.

Lindsay
Wakefield

Thanks for that and thanks to everyone who sent in their poems. A special mention must go to Leicester's Kevin Crosby, who wrote a superb sprawling epic about *Final Fantasy VII*. Sorry Kevin but it wouldn't fit on these pages. Fear not though, plans are afoot to publish a collection of videogame poetry in a limited edition book! Possibly. **OPM**

WRITE ON...

- **Poetry Corner:** Keep your songs, poems and ditties about PlayStation coming in.
- **World Cup fever:** Which of the new footie game are you most looking forward to?
- **Fight on!**: Who would win in a fight against each other: the Freak or Cheats Daddy?



I am totally ticked off with you. Your magazine is good but please listen to me and take me seriously! Firstly, quit acting as if you're only talking to lads. For example Mr Angry. Why couldn't it be Miss or Mrs Angry? We're not all lads so stop treating us like them. I'm not asking for fluffy things, I just want you to acknowledge that girls like PlayStation too. Also bring back the A-to-Z and print one of my text messages, damn you.

Miss LM Harding,
e-mail

Lindsay, 1,001 apologies if *OPM* comes across as being a lads-only mag. We know lots of ladies love PlayStation too, it's just that we have very little contact with the opposite sex and aren't really sure how to relate to them. You try chatting someone up with lines like, "Wanna come back to my place and see my limited edition promo copy of *Tunnel B1*?" Can anyone help us out? Who fancies a date? **OPM**

- **VENT YOUR SPLEEN...** Have we done something that has got on your nerves? Tell us! Write to:
- I AM MR ANGRY**, and post to the usual address (page 4).

ANGRY-O-METER
SHE'S A MAD MAN!

The Mighty Beard

DISPENSING WISDOM FROM HIS FIBROUS CHOPS, THE MIGHTY BEARD ANSWERS YOUR QUESTIONS...

Oh beard of wonder I've missed an issue of *OPM*!
George Grabson

There is a back issues hotline you can call and for a bag of silver and a polite word of adulation, you'll be furnished with your copy of *OPM*. The number: 0870 4448655

I would like to devote

my stubby section to Chris Thursfield from Staffs. The man who picked up the award for Most Pernickety Bloke In The UK wrote in about "irregularities in *OPM*'s publishing process".

"As a reader of your mag since *OPM74*, I have noticed the following: Regarding *Panzer Front Bis*:

'Check our preview next issue' *OPM79*, p.6. No preview, or apology in *OPM80*..."

Publishers do delay games sometimes, as happened with *Bis*, we didn't realise you're so sensitive as to need an apology. Sorry.

"... *OPM80* – careers advice is worthy but

ten pages of valuable space? Why not a pullout instead?..."

We get sackloads of mail every month from readers asking us how they can get jobs in the games industry. We're just giving people what they want, Chris.

Chris had more queries and points but I fell asleep after page six.

WE ALSO HEARD FROM

THE NAMES AND PLACES GATHERED IN *OPM*'S BULGING MAILSACK AND HEAVING INBOX

Mike Collins, Ashley Price, James Derouin, Katie Conkie, Ben Baikovitch-Fisher, Edward Sturgess, Nigel Csnell, David White, Andrew Busby, Fiormnsld, James Marson, Robert

Strokes, Jonathan Henry Young, Lorraine, Darren Harwood, Jonathan Stenning, Rob Goforth, Jonathan Shaw, Campbell McInally, FunkyWebGeek, Amarth, Kim Watts, Joe Eversfield,

Rachel Allen, Lauren Thomas, Prankster McHugh, Dean Jackson, Phalaris, Maria Reverte, Daniel Oluwatobi, Graham Kerr, Anita Ashley, Jacob Busby, Tim, Stacey Welsh and more...

STUFF U LUV

ALRIGHT BOSS U LOT R DA RUFFEST U GOIN WID DA FLOW KEEP IT TRU! – ZUBBY

HI I THINK THAT THE COMP FOR MAKING A PS1 GAME COVER & TO GET IT FRAMED IS COOL SO I AM GOING TO GET DRAWING – KARL B, PETERBOROUGH

I THINK THE NEW GOAL OF THE MONTH COMPETITION U HAVE BROUGHT OUT IS ACE IM GOING TO ENTER IT IVE GOT A SCORCHER ON ITS WAY RIGHT NOW – ANDY

HEY OPM GOOD LUCK ON GETIN THE FINAL FANTASY GAMES RELEASED IN THE UK EVEN IF ITS 2 LATE FOR ME I GOT THEM ON IMPORT TOOK ALL MY CASH! – SI, LIVERPOOL

HI MY NME IS ADZ N I JUS WNTED 2 SAY TANX EVERY1 AT OPM 4 DOIN TAT FEATURE ON GETTN IN2 DA GAMES INDUSTRY COZ ITS DEFO DA JOB I WNT! UR DA BESTEST MAG EVA! – ADZ

I WANT WHO WANTS 2 BE A MILLIONAIRE ON PS1 BUT MY HUBBY WONT BUY ME IT! USE URE INFLUENCE 2 MAKE HIM GET IT OR I WON'T STOP CRYING! WAAAAAAA – KRISTEN

OPM: INFLUENCE ON... (WAITING)... NOPE, DIDN'T WORK. BUGGER.

I THINK DIS PLAYSTATION MAG IS DA GREATEST MAG ON DA UNIVERSE I LUV DA REVIEWS AND DA CHEATS AND TIPS RLY HELP ME THRO DA GAMES OPM'S MAG IS WELL AND TRULY DA BEST – JONATHAN

I FINK DA DADDY IS SPESH, CHEEKY AND RUDE BUT Y DOES E LOOK SO RUFF N CRUDE? IS E IN PAIN OR SMETHNG? – NIGEL, PRESTON

HI OPM. U ROCK BUT Y U KILL OFF MUMFORD? HE'S GOOD FR A LAFF. I STILL FINK UR GR8 THOUGH – FRG

HI OPM, I OWN SF 2 N 3. THEY ROCK! BUT Y DOES ARAMOV SND DFRNT IN EACH GAME? – ANDY HALIFAX



**r u lot cmplty nuts or wht? u luv dis, h8 dat, cldn't
giv a hell bout da udder. Uze da mst entertaining
bnch of txtrs on da planet!**

**TEXT MESSAGE
*07764 175885**

Snd us yr txt msg rvws

The OPM mobile never stops beeping – and we love it! Keep your texts coming and look out for lots more things to text us about next month. We'll also be having some great prizes for the best very ones – but please put your name at the end of the message!

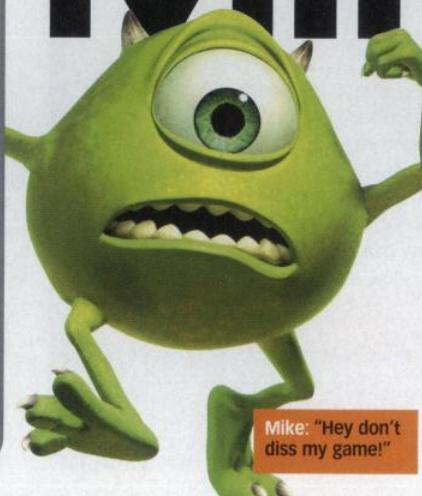
*Please note
that the number
is for text
messages only



Scare Eyeland:
Mike gives us all
an eyeful. Groan



MONSTER OR MINGER?


You say:

MONSTERS INC IS THE BEST! – LID D

MONSTERS INC IS JUST A BUNCH OF WACKY 80S COLOURED CRAP MY AMIGA HAD BETTER GRAFIX – ANON

MONSTERS INC DEM WOZ OK. OPM IS THE ONLY PS1 MAG WRTH READING, REST JST "CHEAP" IMITATIONS – LOL, LANCS XXX

HI JST 2 LET U KNO THAT MONSTERS INC IS COOL – SHARLENE F RAVIGAR

I WOLD LIKE TO SAY TOP MAG, LOADS OF GREAT STUFF BUT MONSTERS INC? LOAD OF RUBBISH, ONE WORD – (NOPE, CAN'T SAY THAT IN OPM!) – RICHARD, ARMAGH, N IRELAND

I LIKD DA MONSTERS INC DEMO BUT IT WAS 2 MUCH LIKE SPYRO! I THINK THIS MAG IS GR8! – STEVEN YORKE, SOUTH WALES

MONSTER INC? NAH! NOT ME THING! OK? – ALEX W

REGRDING MNSTRS INC. YOR GR8 DEM

NUTTERS' CORNER



You say:

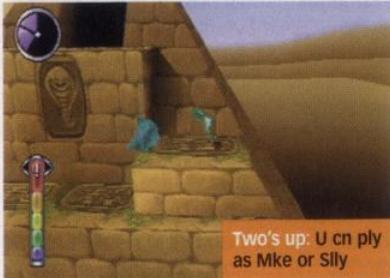
U GUYS GOT ME AND MY GIRLFRIEND 'CLOSER' TNX OPM MAG UR DA GR8TEST - JAMES, NEWMARKET

OPM: AHEM...

VIB RIBBON IS VERY BOUNCY. IT REMINDS ME OF SQUIRRELS - JORDY



Cwazy: Nuts about squirrels or jst nuts?



PRMPTD ME TO BY IT, WHCH I DID ONE DAY AFTA I PLAYED THE DEMO! ONLY ONE CATCH... IT CST ME £50 AS I GT IT B4 IT WNT ON SALE! - OLLIE OF HULL

MONSTERS INC IS WKD - SULLY N MIKE!

JUST TO SAY THAT THE MONSTERS INC DEMO WAS BRILIANT, GRAPHICS WERE GR8 - LUCY

MONSTERS INC PLAYS LIKE RUGRATS SEARCH FOR REPTAR! - KEVIN CROSBY, LEICESTER

GIVE US A PLAYSTATION, AH GO ON, GO ON, GO ON, GO ON! - CHUCK U FARLIE

HAS N E 1 NOTICD DAT AL BIKHAM IS V ATTRACTIVE? - P

LIKE MY MOTHER ALWAYS SAID, NEVER TRUST A MILKFLOAT - ANON

I JUST GOT THE LOST WORLD... OOPS - ANON

HI MY NAME IS JAMES I WOULD LIKE 2 KNOW IF THERE WOULD BE A GAME FOR DARTS PEOPLE 2 PLAY ON PLAYSTATION - JAMES, APPARENTLY

PLEASE, PLEASE PUT ME IN DE MAG! - ANON

ABRACADABARA... NOPE, U'RE STILL VERY UGLY - ANON

I ATE OPM'S HAMSTER! - ANON

I PLAY WITH MY WELLIES ON HOW DO YOU PLAY UR'S? - JAY PENSKI

I HAVE AN IMAGINARY WASTE PAPER BIN CALLED TERANCE THE FLATULENT 4 POLITICAL PURPOSES ONLY - ANON



MONSTERS INC? DA ONY TING SCARY IS ITS SHCKNG GRAFIX AN TRRYFYNG GMEPLAY. MONSTERS STINK, MRE LKE - ANON

I LKED MONSTERS INC, NTHNG AWESME BUT WUZ A BIT OF A LAFF AN I LIKE BIG BLUE FLUFFY TINGS SO DAT WUZ COOL - KARLA, CHEPSTOW

DON'T KNO IF ID BY IT BUT MNSTRS INC WUZ FUN AND BTTR DAN I THOUGHT IT WLD BE - SIMON, GLASGOW

IM NOT HAPPY WITH THE MONSTERS

Rant On!

FF CHRONICLES BETTER GET ITS ASS OVER HERE OR IM GONNA POP A CAP IN MY OWN, WHY SHOULD THEY GIT ALL DA GOOD GAMES? - SEAN

YO OPM, U NO U ARE HELPIN SELL RECORDS 4 THE BAND OPM WIV U BOTH HAVIN THE SAME NAME. AIN'T I THE CLEVER PIGEON SALESMAN? - JAZ-PEAR

THE PIZZAS R CMING. HIDE. I SED HIDE! - ANON

I KNOW MY TEXTS R NOTHING 2 DO WITH OPM & THEY WON'T WIN ANY PRIZES (2DIRTY, ISH) BUT THEY WILL GIVE U GUYS A LAUGH - JIM

DA LST WRD



Nick Ellis
Dr Hilary Gnarlis

Uze lot are crzy evn whrn ur being serus! Apparnly, we elped more dan all da agony ants out der in bringing james an is missus together! Den ders da redar dat wants to be in de mag an dont give der name... mental and if dat wasnt bad nuff, pizzas are avenging US fr dinner! An jim, like the ddy wood say - 'Cut it, sahn, we're innocent pups here on OPM!'



Hmm: U cnt dcide if its scary or silly

INC CASE. I PAID £30 FOR A CARDBOARD ONE INSTEAD OF THE ORIGINAL PS CASE - GRACE WEIR

DA LST WRD



Scott Anthony

Monster or Minger? wel looks lik da majority of u finks its pretty cool n good. Dat said, those dat dont like it hate it big time! Apart from the graphix what else d yu like about the game? Get txting and tell us wht it is dat makes it cool or pap in yer gaming eyz! Srt yr txts with the wrd 'mnstrs'.

STUFF U HB

DA HARRY POTTER SHOULD CHANGE DA NAME TA HARRY SNATTER ITS CRAP - MAD FANYARD

BRBIE EXPLRER IS A PILE OF *@*+! IN MY UPINYUN - TIMOTHY DALY

UEFA CHLNGE IS A WASTE OF 20 QUID. BY FIFA INSTED! - ANON

F/FAISCRAPENVY1NOSDAT/SSISDA BEST - DANDAMAN

I JUST WANNA SAY DAT MY @55 LOOKS BETTER DAN D CHEAT DADDYS FACE!! CHEATS MOMMY MRE LIKE - PHIL NELSON

SPIDERMAN 1+2 R CRP THEY R 2 EASY AND IF I WAS U I WOULD SAVE MY MONEY - DIEGODDIE

AM I NLY PERSON THATS P'D OFF W/TOP 5'S? DRIVER 2 SHUD BE ABUV DRIVER 1, FF9 AUV FF7, MOH UNDERGROUND AUV MOH, GTA2 NOT GTA, SPYRO3 NOT SPYRO2 - ANON

YOUR CHALLENGES R TO EASY MY MUM COULD COMPLETE THEM WITH NO FUSS! - BOB

SPYRO IS CRP, I HATE PLATFORM GAMES, I MUCH MORE PREFER CRASH TEAM RACING! ITZ WIKID! - DA ROBSTA

D DADDY IS AN UNINTELLIGIBLE SACK O LARD - ANON

GUNFIGHTER DEMO IS A PCE OF @*! FROM DA DEVIL - ANON

I THINK DAVID BECKHAM SOCCER IS CRAP EVEN WHEN YOU GO RIGHT IT GOES LEFT - ALEX MONK

WHY DOES THE DADDY LOOK LIKE HES GOING POO AND HE RKONS E'S ARD, TRY COMNG TO EXMOUTH U PUNK FACE - LUV THE GENERA

TXT ON...

• **Who do you hate most?** Who are your most hated PlayStation characters and why do they wind you up?

• **What games do you want tipped?** Keep sending in your most wanted cheats by txt - put 'd8y' at the beginning of your message

• **Greatest game ever?** We still want your GGE messages and it would be neat if you could also tell us why the game gets your vote

Official UK PlayStation®

The latest cheats direct from Sony's game brain

The official PlayStation Powerline holds a wealth of immediate gaming advice, all available at the touch of a button.

Can't see the cheat you want here? Give the Powerline a try. Just call the number opposite and press 0 to go to the game menu. Now key in the five-figure code printed at the top left of every game disc. If there are any cheats and tips for the game, you'll hear them here, so have a pen and paper ready. It really is that easy.

Call the Sony Powerline on **09064 765 765***

*Touch Tone-activated service. Calls charged at 60 pence per minute. Please seek permission from the bill payer before calling. Service provider: Telecom Potential, PO Box 66, Clevedon, BS21 7QX.

Trade Secrets

TENCHU 2: BIRTH OF THE ASSASSINS

Fight enemies and kill them in one go with this cheat.

Laura Joss, Roxburgh

In story mode, pause the game and enter: **10, 10, 10, 10**, then hold **A** and press **↓, ↓, ↓, ↑** then release **A**.

**KNOCKOUT KINGS
2001**

KNUCKS Ashy Knucks
NOLAN Owen Nolan
FRANCIS Steve Francis
BUDDYDOG Bulldog
GORE Gorilla
CLOWN Clown
BABY Baby
EYE Cyclops
SANDERS Barry Sanders
GIAMBI Jason Giambi
INVINCIBLE Invincibility
DOUBLE DAMAGE Double
 punch damage
 -Bret, Ambrose, Rlympton

C12: FINAL RESISTANCE

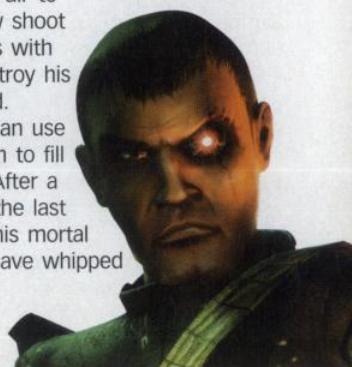
HOW TO... BEAT THE FINAL BOSS



→ The final boss comes in the guise of two alien commandos and their leader. First, frag the two alien commandos and be ready for the leader to jump into action and start attacking you. The problem with the leader is that he has a force field protecting him and if you try to shoot out the four nodes in the centre of the room (that powers the shield), he'll shred you up.

First, you must use your energy blade on him by piling in and hacking for all you're worth. When he's taken a fair old beating, he'll fly into the air to regenerate. Now shoot out those nodes with plasma and destroy his protective shield.

Finally, you can use the machine-gun to fill him with lead. After a severe pelting, the last boss will shed his mortal coil and you'll have whipped the game! 



DRIVER 2

HOW TO... GET THE SECRET CAR IN LAS VEGAS

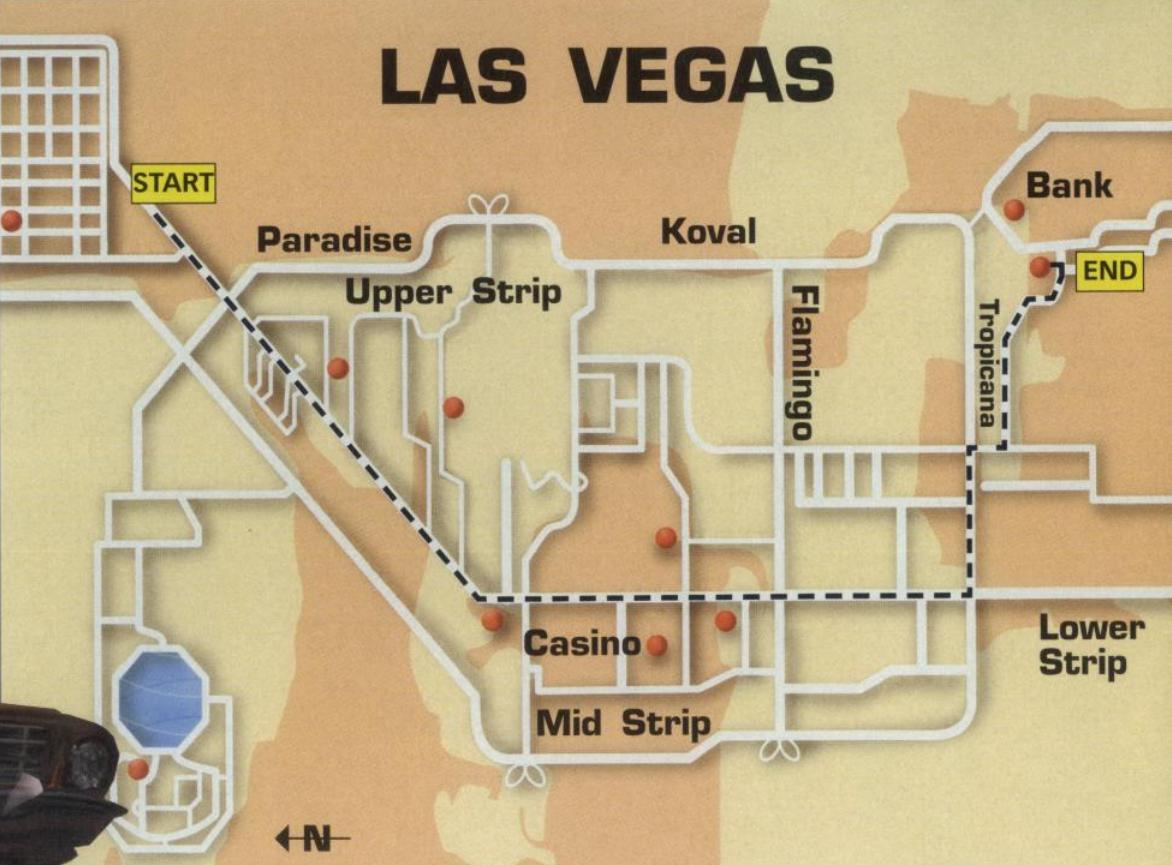


 Go into take a ride mode and from the starting point take the first right. Follow this all the way down to the Tropicana area, taking a left to enter that area. Take the second right and then the first left. Trundle along the S-bend section until you see a low building with four red and white cones outside. Immediately beyond that is an open entrance to a courtyard.

Enter this area, exit your vehicle and press the switch on the left-hand side. This opens the gate beside the low building with the four cones. Leg it or get back in your vehicle and race through the newly opened gate. Keep to the left, plough through some portable stop barriers and nip around the back of the stable-like building. You'll find the secret car. Jump in and take it for a spin. It's nippy for its size, as you'll see. 



LAS VEGAS





"Doin fings the ard
way is fer idiots..
Watch and learn..."

Cheats Daddy

He's the Daddy... the Cheats Daddy... mess, and you're in for a knuckling...

FINAL DOOM

WHOOP THOSE UGLY MOTHERS FOR GOOD

During play, pause the game and enter the code of your choice to make hell easier

Full map

Ⓐ, Ⓛ, Ⓜ, Ⓝ, Ⓞ, Ⓟ, Ⓠ, Ⓡ, Ⓢ, Ⓣ, Ⓤ, Ⓥ

Map objects

Ⓐ, Ⓛ, Ⓜ, Ⓝ, Ⓞ, Ⓟ, Ⓠ, Ⓡ, Ⓢ, Ⓣ, Ⓤ, Ⓥ

Full guns and ammo

ⓧ, Ⓛ, Ⓜ, Ⓝ, Ⓞ, Ⓟ, Ⓠ, Ⓡ, Ⓢ, Ⓣ, Ⓤ, Ⓥ, Ⓦ, Ⓧ, Ⓨ, Ⓩ

Invincibility

↓, Ⓛ, Ⓜ, Ⓝ, Ⓞ, Ⓟ, Ⓠ, Ⓡ, Ⓢ, Ⓣ, Ⓤ, Ⓥ, Ⓦ, Ⓧ, Ⓨ

Level warp

→, ←, Ⓛ, Ⓜ, Ⓝ, Ⓞ, Ⓟ, Ⓠ, Ⓡ, Ⓢ, Ⓣ, Ⓤ, Ⓥ, Ⓦ, Ⓧ, Ⓨ

X-ray specs

ⓧ, Ⓛ, Ⓜ, Ⓝ, Ⓞ, Ⓟ, Ⓠ, Ⓡ, Ⓢ, Ⓣ, Ⓤ, Ⓥ, Ⓦ, Ⓧ, Ⓨ

Passwords to get to the master levels

Level two Virgil

RBF9D395SQ

Level three Canyon

1L3C!F7X02

Level four Combine

HLLZPOKKK

Level five Catwalk

6J1NWHFR64

Level six Fistula

8WWRRSHM79

Level seven Geyron

D9SOWWFJFC

Level eight Minos

HS9YW3HMFC

Level nine Nessus

OSSHCWFVYW

Level ten Paradox

HTIOVXLDB

Level 11 Subspace

J77VYTMDCF

Level 12 Subterra

6XDHRW2518

Level 13 Vesperas

C33W2YOGHK

Level 14 System control

FP62ZMSWJG

Level 15 Human barbecue

D5510QKRKH

Level 16 Wormhole

ZVBKT1069!

Level 17 Crater

1CCTV9GQ!9

Level 18 Nukage processing

TM4OLJ2ZKJ

Level 19 Deepest reaches

HY4GQ9GSQ

Level 20 Processing area

!5NR4W7C20

Level 21 Lunar mining project

1FFGVZ1777

Level 22 Quarry

SN5YORKIGH

Level 23 Ballistyx

ZBBST6R89!

Level 24 Heck

GK25JLV3LL

Level 25 Congo

G224SGYNSL

Level 26 Aztec

TR8WXUVNBD

Level 27 Ghost town

XBBRT67N8!

Level 28 Baron's lair

NGZ9HTCMMP

Dear Daddy

DRIVER 2
Dear Daddy,
Could you give me some secrets
and cheats for Driver 2?
Grace Curtis, Surrey

DADDY SEZ...
Yer in luck gal, I'm the biz when it
comes to loosing the auld bill!

Get all cheats
Complete the game to get all
cheats and two new tracks

Las Vegas invincibility
Go to the main street north of the
Tropicana street. Facing north,
you'll see a large building with
some black in it to your right. At the
end of the building, you can see
the front of some stores. There
you'll find the switch that enables
the invincibility cheat. To activate it,
choose gameplay and then secrets
in the options menu.

Rio immunity
You'll start facing the highway. Turn
180° to go the other way. Take the
third street on the right, and you'll
pass the big lake. Just after the lake
you'll come to an intersection. Turn
left to find a building with a garage
and a normal door (the building has
a barbed-wire fence on it). Go to
the building to the right, it's black
with white windows. On the left
side of this building is a door. Press
Ⓐ at that door to enable the
immunity cheat. Activate the
cheat in the same way as Las
Vegas invincibility.

Longer mission time
Press and hold Ⓥ when the please
wait screen appears and hold it
until the mission starts



DAVE MIRRA'S FREESTYLE BMX
Dear Daddy,
I'm stuck on my Dave Mirra's
Freestyle BMX game. I need
cheats, please help me.
Karl Zimmerman, Dorchester

DADDY SEZ...
Blinkin' heck, can't handle two wheels,
kid? Still, da Daddy's feeling kind.

All bikes
On the bike selection screen, press
↑, ←, ↓, →, ↑, →, ←, ↓, →, ←, Ⓥ

All styles
On the style selection screen, press
←, ↑, →, ↓, ←, ↓, →, ↑, ←, Ⓥ

SOUL BLADE

HACK AND SLASH SWORD PLAY

Unlock Soul Edge

There are three ways to unlock Soul Edge
so he'll be playable. When you unlock him
you'll also unlock a new title screen.

1. Enter ALL on the high score screen as
your name

2. Play (or leave on) the game for 20
hours straight

3. Finish the game with all ten characters

Unlock Sophitia

Unlock her eighth weapon, then on the
character select screen cycle left or right
until you see the new version of the babe

Unlock Sophitia (again)

Unlock every weapon for every character in
the game

Unlock Han Myong

After unlocking Soul Edge, finish the game
twice in a row using Hwang and Seung
Mina, respectively

Unlock Siegfried

Unlock his eighth weapon

Xplorer codes

Player one infinite energy
87BC87ODC426

Player two infinite energy
87B18645C426

**Maximum weapon strength
player one**
87913830D595

**Maximum weapon strength
player two**
87A8B9F8D595

Infinite time
876215821555

All weapons
B7B178383535, 17131EA1C234

"A word to the wise"

Listen straight, mah sahns -
cheats can play a dodgy one
wiv yer games



TOMORROW NEVER DIES

THIS LOT WILL MAKE THE ODD JOB A LOT EASIER

While playing, pause the game and enter the following codes for the cheat of your choice.

50 health packs and all weapons

SELECT / SELECT / (C, C, L1, L1, R1, R1)

Control camera

SELECT / SELECT / (C, C, R2, R2)

Exit door at any time

SELECT / SELECT / (C, C, C, A, C)

Freeze objects

SELECT / SELECT / (C, C, SELECT / SELECT / A, A)

Giant Bond

While standing on a tower press **SELECT / SELECT / (C, C, A, A, A, A)**

Invincibility

SELECT / SELECT / (C, C, A, A, SELECT)

Level select

SELECT / SELECT / (C, C, L1, L1, C, L1, R1, R1)

Maximum health

SELECT / SELECT / (C, C, A, A, ↑, ↑, ↓)

Minimum health

SELECT / SELECT / (C, C, A, A, ↓, ↓, ↑)

Movie mode

At the main menu press

SELECT / SELECT / (C, C, L1, L1, R1, R1, L1, R1, L1, R1)

Remove fire

SELECT / SELECT / (C, C, SELECT / SELECT / R1, R1)

Remove objects

SELECT / SELECT / (C, C, SELECT / SELECT / R1, R1)

Remove onscreen displays

SELECT / SELECT / (C, C, ←, →, SELECT)

Remove surface textures

SELECT / SELECT / (C, C, SELECT / SELECT / C, C)

Run faster

SELECT / SELECT / (C, C, A, A, C, C)

Spy cam

SELECT / SELECT / (C, C, R2, R2, L2, L2)

Unlimited ammunition

SELECT / SELECT / (C, C, A, A, A)

View boundaries

SELECT / SELECT / (C, C, A, A, A, A)

View debug information

SELECT / SELECT / (C, C, L2, R2, L2, R2)

Walk through walls

SELECT / SELECT / (C, C, A, A, A, A, A)

Win mission

SELECT / SELECT / (C, C, SELECT / SELECT / C)

Dear Daddy

DAVE MIRRA CONTINUED...

Big crashes

This option will appear on the cheat screen when you complete the game with Leigh Ramsdell

Exorcist mode

This option will appear on the cheat screen when you complete the game with Troy McMurray

First-person view mode

This option will appear on the cheat screen when you complete the game with Mike Laird

Get Slim Jim

On the rider selection screen, press ↓, ↓, ←, →, ↑, ↑, C

Ghost rider

This option will appear on the cheat screen when you complete the game with Joey Garcia

Nightvision mode

This option will appear on the cheat screen when you complete the game with Shaun Butler

Sticky crashes

This option will appear on the cheat screen when you complete the game with Kenan Harkin

Suspension mode

This option will appear on the cheat screen when you complete the game with Chad Kagy

Unlock all levels

On the style selection screen, press ←, ↑, →, ↓, ←, ↓, ↑, ←, C

Unlock Amish boy

Complete the game with all ten of the secret characters

Unlock Slim Jim and a new bike

Complete the game with any of the original characters to get a new bike and Slim Jim



MDK

Dear Daddy,
I'm stuck on a level in MDK, can you give me all the cheats now!
Baris, London

DADDY SEZ...

A right insistent blieder... after mah awn' art. Ere ya go, nippa.

God mode

During playing, pause the game and press ↓, C, ↑, A, ←, R1, ↑, R1, ←, C, ↑, R1, ↑, R1. Unpause to continue

Level select

On the title screen press ←, C, ↑, R1

Before you enter any of the following cheats, first pause the game and press ↓, C, ↑, R1

Bones airstrike

↓, ↑, C, ↓, ↑, ↓, R1

Cow drop

↑, ↓, ↓, R1, →

Dummy decoy

↓, C, →, C, C, ↑, A

Invincibility

↓, C, ↓, C, →, ↑, ←, R1, C

Mortar

←, C, ↓, C, →, C, ←, C

COMMAND & CONQUER RED ALERT: RETALIATION

GENEVA CONVENTION? NAH, CHEAT LIKE CRAZY!

Input these codes during play using the following procedure: look on the sidebar (the right-hand toolbar) and you'll see the PlayStation symbols halfway down the bar. To enter the codes, move the cursor over the symbols and press cancel (C) by default over each one in the order dictated by the cheat.

Reveal whole map

↓, A, C, X, C, A, C

Win current mission

↓, C, C, A, X, X, X, C

Lose current mission

↓, X, C, C, A, C, X, C

Name civilians

↓, C, C, C, C, A, C, A

Harvest people instead of ore

↓, X, C, X, C, A, C, X

Increase money by \$5000

↓, X, C, C, C, C, C, C

Cronoshift

↓, C, A, X, C, C, C

Equip iron curtain

↓, X, C, C, X, A, C, A

Equip parabomb

↓, X, C, X, C, C, A, C

Atomic bomb

↓, X, C, C, C, C, X, C

LEGACY OF KAIN: SOUL REAVER

SUCKING THE BLOOD OUT OF GAMING

To activate a cheat, hold C or R1 and enter the code below for a cheat of your choice. If you hear a scream... you've done it correctly!

Fire telekinetic force projectile

↓, ↑, →, ↑, ↓, ←, C, →, ↓

Kain Reaver

↓, C, →, A, ←, C, →, ↑

Phase through gates

↓, C, C, ←, →, ↑, C, A, ↑

Scale walls

↓, A, ↓, R1, →, ↑, ↓

Stone

↓, C, ↑, ←, ↓, →, →

Force glyph

↓, →, C, ←, →, ←

Constrict

↓, ↑, →, →, C, ↑, ↑, ↓

Soul Reaver

↓, A, R1, →, →, ↓, ↓, ←, C, ↓, →

All abilities

↑, ↑, ↓, →, →, ←, C, →, ←, ↓

Fire glyph

↓, A, →, ↓, C, ↑

Shift

↑, ↑, ↓, →, →, ←, C, →, ←, ↓

Sound

→, →, ↓, C, ↑, ↑, ↓

Sunlight

←, C, ←, →, →, ↑, ↑, ↓

Water

↓, C, ↑, ↓, →

Health upgrade (level one)

→, X, ←, A, ↑, ↓

Health upgrade (max)

↓, C, ↓, ↑, ↓, ↑

Invincibility

↑, ↑, ↓, →, A, C, →

Refill health

↓, C, ↑, ←, ↑, ↓

Hurt Raziel

←, C, ↑, ↑, ↓

Magic upgrade (max)

↓, A, →, ↓, →, ↑, A, ←



“Nah, hop it!”

Raght, thassit yer scrounging gits. Nah git aught before I take a ammer to yer Niagras!



Complete Square's sixth instalment in style



Select level

- MAGIC p.66
- GENERAL TIPS p.67

Easy

- FIGARO CASTLE p.68
- VARGAS VS SABIN p.68
- ULTROS p.69
- UNDER THE SEA p.69
- S. FIGARO p.70
- SECURITY CAVES p.70
- KEFKA p.71

Moderate

- OPERA HSE p.71
- FIRE & ICE p.72
- ROBOBOSS p.72
- GESTAHL p.73
- ATMA WEAPON p.73

Very tricky

FINAL FANTASY VI

FOR THIS MASTERCLASS YOU WILL NEED:

- AMPLE FREE TIME
- MAGICAL ABILITY
- A SENSE OF HUMOUR
- A POINTY HAT

Magic and its many uses

Abracadabra!

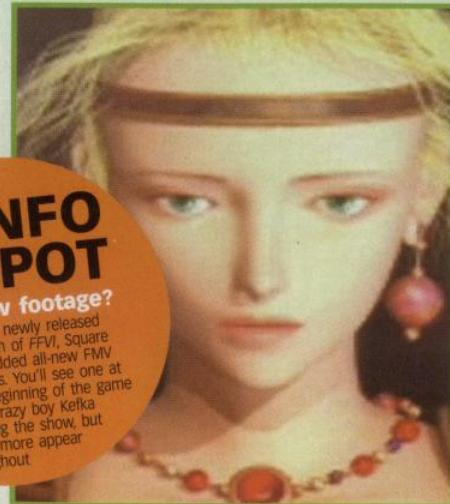
→ Magic is an integral part of all the *Final Fantasy* games and the sixth instalment is no exception. There are two types of magic on offer: White and Black.

White magic is used for healing, increasing abilities and general non-offensive functions. Black magic is focused on attacking and comes in many varieties such as Fire, Lightning and Poison. To use both types of magic effectively, you must be familiar with your characters and the enemies you face. If you cast Bolt against a lightning based enemy you will not damage the enemy, but heal it. However, if you use the element that opposes the enemy, it will have a much stronger damaging effect. Ice enemies are susceptible to Fire, Undead enemies are weak against life-giving spells such as Cure and so forth.



Party time

Make the most of your natural abilities



INFO SPOT

New footage?
In the newly released version of FFVI, Square has added all-new FMV movies. You'll see one at the beginning of the game with crazy boy Kefka stealing the show, but many more appear throughout.

PRE-MAGIC TRICKS

When you begin playing *Final Fantasy VI* you'll find that many of your characters can't actually use magic. Before they learn to use magic - which comes later in the game - you'll have to rely on strengths in other areas. Here are some of the key non-magical abilities you can make use of...



EDGAR

Edgar has a non-magical ability called Tools which enables him to use projectile weaponry. This can be very handy when he's fighting in a big battle as most of his tools will attack multiple enemies. AutoCrossbow is very effective early on in the game as it is powerful and will make a significant hit on every enemy.



LOCKE

Locke has an ability called Steal which enables him to take an item from whichever enemy he is facing. He sacrifices his attack for that round, but it can be very useful to collect items if you are low on GP (gold points). Also, some bosses have items that cannot be bought in shops.



SABIN

Sabin is one of the most powerful physical attacking characters in the game, and his Blitz technique can totally devastate the enemy. The first technique you encounter is called Pummel, and it knocks something like 250HP off in just one turn.

The key input to use for Pummel is **↔↔↔**.



GAU

Gau is a great character to have in your group because of his ability to learn attacks. He has the skill Rage which, when activated, enables you to choose an enemy from his repertoire and set Gau going. He then battles with the same attack for the rest of the fight.

Official Masterclass

General tips

A quick reference guide

Fight

Keep it simple

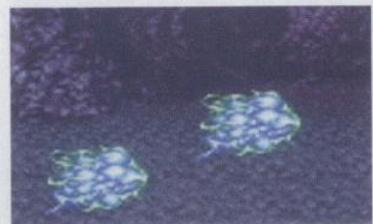
Unless you're in a hurry, try to fight through the random monster encounters. While you're walking round on the world map you will bump into many enemies and it's much better to fight them, steal what they have and take their points than run away.



Keep Fighting

Be persistent

If you do need to escape, keep attacking anyway. Don't just hold the shoulder buttons and forget about the fight, you might be able to win it before the game allows you to run away. EP and GP are much more valuable than time.



Steal

Reap the rewards

When you have the treasure hunter in your team, use his steal ability as much as possible. Stealing from enemies is a great source of items, and GP. If you find you have plenty of one item you can visit a shop and sell your wares. Unless you're really in danger and need Locke to fight, you should use Steal on most enemies.

Heal

Keep the HP high

In battle, use items to heal characters and when not in battle,

use your magic. It is much easier to restore MP (magic points) by taking a rest at an inn than it is to use an item to get your magic powers back. In battle, MP should be used for attacking and only for healing when absolutely necessary.

Formations

Effective battle tactics

Stand your offensive characters to the front and have your defensive or magic-using characters stand to the back. Defence is higher to the rear, and attacking from the front does more damage than from the back. Decide who are the stronger characters and stand them in front while the weaker characters stand back. If you have to use a certain character just for healing, then they should stand at the back to protect them. If you have a character who likes to constantly attack, they should stand forward to maximise their power.



Sleep

Virtually free recovery

Getting rest where you can will keep your characters HP and MP up, and will also cut down on the amount of Tonics, Potions and other revitalising items you use. Using an inn while in a town is much better than wasting a Tent on the world map, and it's much cheaper.

Chat

Gather information

Try to talk to everybody you see more than once. Some characters have more information than they are willing to initially let on and only by talking to them a second time will they reveal what they know. When a character repeats the first thing they said to you, you can be sure you've pumped them of everything they know.

Be A Miser

Save everything you might need

Collecting revitalising items such as Potion, Tonic and Tincture will aid you in the future. If you're in need of a bit of cash and are going to sell some of your stock, you should always try to sell these kind of items last. When you buy new equipment such as weaponry or armour, sell the old equipment back to the shopkeeper so you can reclaim a few GP.



Magicite

Espers can be used and abused

The source of magic powers for the characters, apart from those born with it or those who have learned it (such as Terra, Celes and the Mage Warriors), is Magicite – the remains of an Esper. Equipping these gives you a powerful Esper attack and the ability to learn magic. The longer you are able to keep the Esper equipped, the more spells you will be able to learn!

Secret Bit

Extra options menu

When you defeat Ultros for the second time (in the opera house), you meet Setzer. After meeting him, Setzer will whisk you away on his airship. Save the game as soon as you land and you'll be able to access a new feature when you next choose to load a game. The feature is called BONUS!

SECRET BIT	
HP	25
MP	8000
EP	1120
GP	0
Speed	50
Att	20
Def	1
Evade	0
M-Att	10
M-Def	1
M-Evd	0

continued from page 11

WHAT WOULD YOU do?

A Option selected



The Burning Fist is wound up but this time you're determined to dish back the pain after blocking it. Up goes your block. Yowza! Pain city! Now, if you knew Tekken well, you would know that Paul's move is unblockable. D'oh!

Please Try Again

RETURN TO PAGE 11



The hardest bits

How to beat the World of Balance

In such an enormous game, there are going to be bits that'll have you tearing your hair out. From bosses to puzzles, you'll have to use your brains to work each problem out. Alternatively, to prevent premature baldness, you can have a peek at our guide – we've decided to give you a few pointers.

The password is...
"Rose bud"
►"Courage"
"Failure"

Pass the word: Think about filching knowledge from anywhere you can to progress.

Vargas vs Sabin

The first tough boss

When you meet Vargas in Mt Kolts, you'll have to defeat him to continue. The first stage of this pits two (pooh against Edgar, Locke and Terra

Keep Terra attacking with Fire while Locke fights. Edgar should use AutoCrossbow and after a few turns the Ipooch should be destroyed. Next is Vargas. Again, have Terra cast Fire as this is her most powerful attack. Locke should fight and if you need to use any items for healing and such like, use Locke to do so as his attacks are the weakest of the three characters. Edgar should use his BioBlaster (if you have it) because it can cause considerable damage to Vargas each time it

In a hole: Yep, entering dodgy places is necessary

makes contact. If you didn't pick it up, use the AutoCrossbow instead.

If you survived that, Sabin will appear and confront Vargas. You should continuously attack using the Fight command, but make sure you keep your HP above 130 by using Potions and Tonics as Vargas's Gale Cut will completely wipe you out if you're not in reasonable health. After some time, you will be instructed on how to use the Blitz technique Pummel. When you select Blitz from the menu, the cursor will appear beside Sabin. At this point you should tap ←→← and then ✕. This will instigate the Pummel command. Once you've completed that, Vargas will succumb.

Kefka's been imprisoned for unspeakable war crimes. He's on his last legs...

Kefka's been imprisoned for unspeakable war crimes. He's on his last legs...

Stock Up

Always have loads of Potions and Phoenix Downs.

Binding properties in memory

A screenshot from Final Fantasy VI showing a character standing in front of a castle wall. A treasure chest is visible on the ground to the right. The character is wearing a green and red outfit. The castle wall is made of grey stone blocks.

Figaro Castle

Don't waste time wandering

 **Not a particularly taxing event,** but it can be quite frustrating not knowing where to head when you're not given specific instructions. Not far into the game you'll find yourself in Figaro, in the middle of the desert. Once you're done meeting and talking to the king, and you've wandered around the castle itself – you will find a Phoenix Down, a Tonic, Soft and an Antidote scattered about – you'll need to find the next trigger to continue.

Exit the throne room and use the door to the left, it will lead you into the sleeping quarters. Use the stairs at the bottom-left of

the screen to leave the main castle building via one of the side doors. Head across the sand to the left, but don't go down as you will return to the world map. Keep going left until you come across a similar, smaller building. This is the west wing of the castle and it is where you want to be. If you want to visit the east wing, you should follow the same instructions from the throne room, going right instead of left. There's nothing much of interest in the east wing though. Go through the door at the front of the west wing building and talk to the Matron who is standing on the left side. This prompts the story to continue.



Man in black: You may beat Vargas and Sabin, but it won't be the end

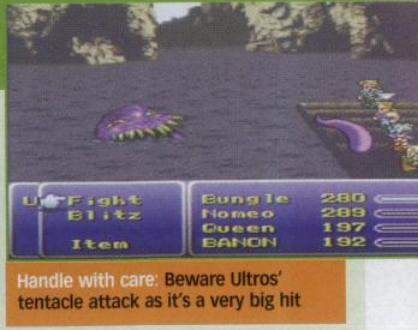


Ultros

Eight legs are better than one



Tougher than he looks: Ultros can be deceptively tough for a calamari boy



Handle with care: Beware Ultros' tentacle attack as it's a very big hit



After cascading down the river Lete, you meet a nasty sea beast boss. It doesn't appear, initially, to be a particularly hard task, but bear in mind that Ultros's Tentacle attack can knock almost 300HP off all your characters. To conquer the octopus, have Terra cast Fire each time her turn comes. Edgar should use his AutoCrossbow, while Sabin should use his Blitz techniques. Banon has the ability to heal all the characters in one turn so use this every time you get the chance to. If you need to revive a character (unless it is Banon who has fallen, in which case the game will end) then use Locke to throw

a Phoenix Down while the others keep attacking and healing.

One Tentacle hit to Banon and he will die, so if you picked up True Knight from the Returner's Hideout then you should equip it to the strongest character before battling. This way it will be the True Knight who swoons, not Banon. You must revive True Knight immediately though, if Tentacle is used again there will be nobody to protect Banon.

The boss has about 3,000 HP so it's a tough battle, and it can be riddled with decisions whether to attack or use an item, cast a spell or revive a character. It's a thinking game too.

Room At The Inn

Visit inns after saving Shadow to view flashbacks of his past.

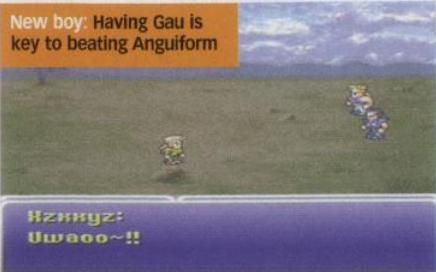


Under the sea

It's not all sunshine and seaweed

Once you've encountered Gau and he's joined your group, you'll have been taken to Crescent Mountain. Once in the water, you will encounter a bad guy called the Anguiform. Watch out! If this is in a group with other enemies, make sure you take the Anguiform out first. Use Sabin's Pummel and Gau's Rage TekArmour attack. Cyan's level 3 Swdtech doesn't have much of an effect on the Anguiform, only about 150 HP or so is knocked off, so try to use his level 2 Retort. If he can withstand and attack then he will perform a powerful counter-attack. Make sure you keep your party's HP up above at least 250, as the Aqua Rake attack takes off 200HP from each of your characters in one turn.

New boy: Having Gau is key to beating Anguiform



All the battles under the sea are forced, they are not random like the battles on the world map. You have to face the Anguiform at one point or another and defeating it will raise your EP, GP and get you an item or two. Try to heal your characters using Tonics, as these are easier to come by and cheaper to buy. Potions are more appropriate when your characters fall below 100HP, as this will boost them up to almost full health, but Tonics should be used to prevent them from getting so low in the first place. If the Anguiform uses a heavy attack and you've been waiting for the HP to get suitably low to justify the use of a Potion, then you're dead meat. Use Gau to throw the items as his battle timer fills up faster than either Sabin's or Cyan's.



In the blue: Battles aren't random under the sea

Fire Gobbler

Use Fire attacks on Gobblers to maximise damage.



Anguiform



Anguiform

South Figaro

Cross-dressing

→ When you choose to play Locke's scenario, you'll be in South Figaro with the aim of escaping. The place is crawling with guards so you'll have to be sneaky to get out. Head for the item shop and talk to the Merchant who is stood by the clock. You'll get into a fight with him when you threaten to rip his lungs out (oh yes), but don't kill him! His attacks are in single figures so there's no need to worry. Use the Steal command to take his clothes and disguise yourself. When you've done that, the Merchant will run off - it's embarrassing when you're fighting in the nude.

Next, head onto the higher tier of town and follow it round to the left. At the end is a green guard

who you should talk to and get into a fight with him. Now you can use the Steal ability to remove his clothes and dress up as an imperial soldier. Once done, head for the inn where there'll be another merchant who you should get into a fight with. The challenge comes in finding the Merchant as there are two in the building. The one you require is hidden in the basement (the right-hand stairs when you enter the café) and not the one who is in the bedroom at the inn. Fight him, steal his clothes and his cider and then you will be ready for the next step. Return to the old man's house where you can give him the cider and get him talking. Next, talk to the kid who's downstairs and give him the password Courage.

Monster Bonus

Monsters' weaknesses are listed in the BONUS menu.



Security caves

See the light

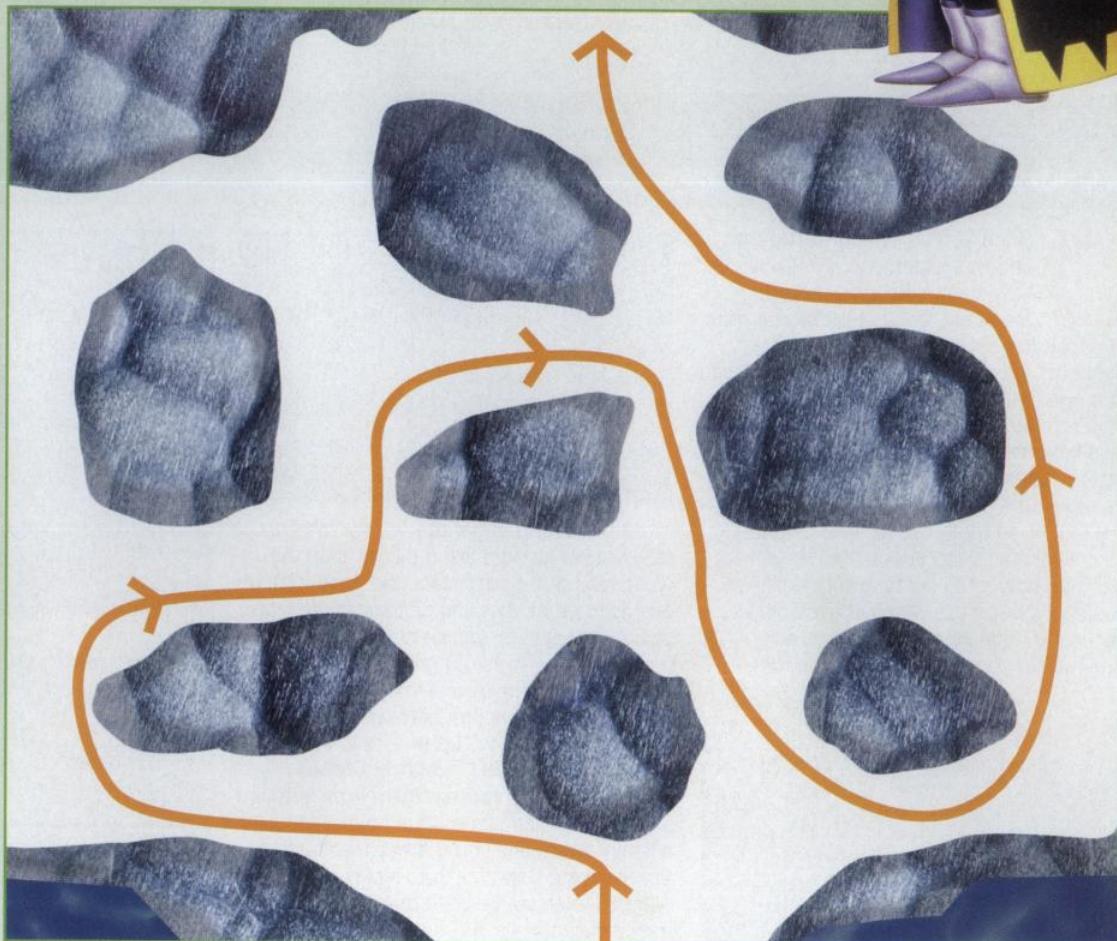
→ Travelling through the caves of Narshe when you're playing out Banon's scenario will lead you to a cave where you must follow a shining light to proceed any further. This is the way you should go.



See the light: Follow our map to make sure you get a revelation all of your own!

Keep Afloat

On the Floating Continent, don't return the Airship.



Kefka

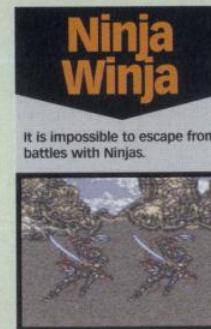
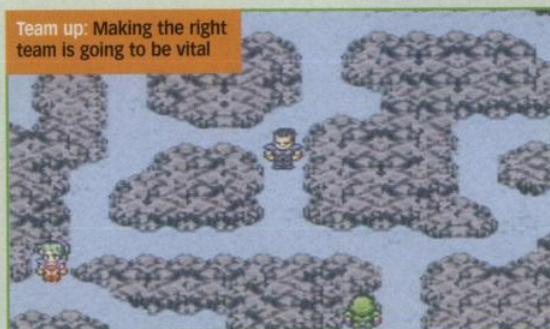
The battle of the Esper

→ When you reach the mountain where the Esper has been hidden, you will need to take on Kefka's army and ultimately Kefka himself. You'll be split into three groups to take on the army – the group that gets to Kefka first will take him down.

There will be two groups of two and one of three, so make sure Locke goes in the group of three, as he's not particularly powerful but can be used to throw items. Team him up with Terra and Cyan. Put Edgar and Celes together, as they both have multiple targeting attacks, and Celes can heal both of them at the same time with Cure. Gau and Sabin work well together as Sabin has his powerful Pummel and Gau is a versatile character who is easy to control.

Simply choose an attack and he will use it throughout the fight. However, Gau has poor defence and will often die in battle. Only use a Phoenix Down on him when you are fighting a single enemy, not multiple enemies, as any more than one bad guy gives them chance to kill Gau as soon as he is revived.

Locke, Terra and Cyan should head for Kefka. Just before you get there, enter your inventory and heal all your characters, get Terra's MP to the top, and Equip the Optimum for each character. When you're fighting Kefka, Cyan should use his level two SwdTech Retort! Locke should fight and use items when he needs to, and Terra should use magic to cure the group, or each individual character.



Opera House

Know the score

→ When you reach the Opera House you'll have to remember the lines to an opera for Celes to be believable as Maria. If you're master in the memory stakes, here's what's written on the score. Simply recite it at the appropriate moment:

Scene One

Oh my hero, so far away now. Will I ever see you smile? Love goes away, like a night into day. It's just a fading dream...

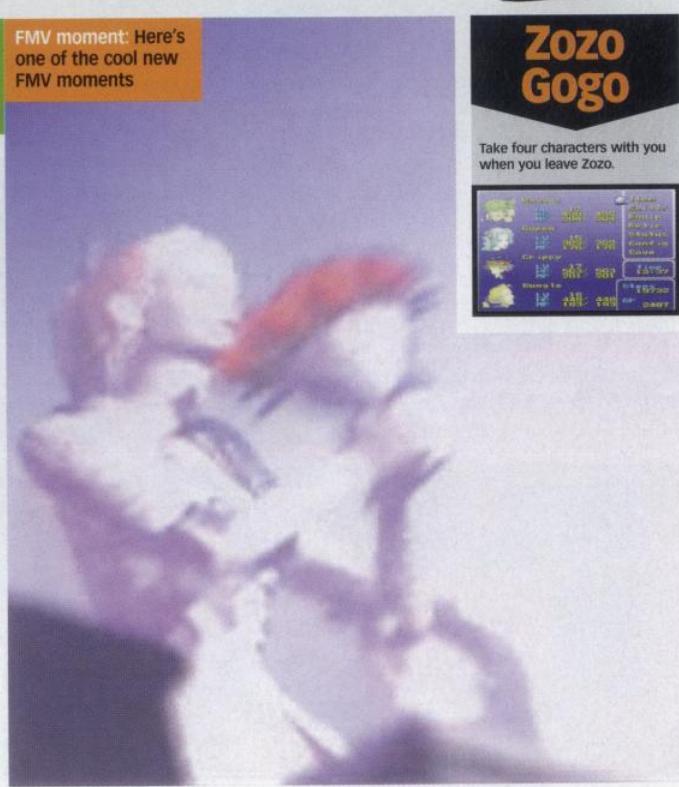


Oh my hero, so far away now.
Will I ever see your smile?
Love goes away, like night
into day. It's just a fading

I'm the darkness, you're the stars. Our love is brighter than the sun. For eternity, for me there can be, only you my chosen one... Must I forget you? Our solemn promise? Will autumn take the place of spring? What shall I do? I'm lost without you. Speak to me once more! [Here you pick up the flowers. Climb the stairs to the balcony high atop the castle. Raise the flowers to the stars. You must hurry, you have just moments before Scene Two starts – the Impresario].

When Draco appears, you should chase him round until he turns into some flowers. Collect the flowers and then climb the two sets of steps and walk to the end of the balcony to continue the opera.

FMV moment: Here's one of the cool new FMV moments



Zozo Gogo

Take four characters with you when you leave Zozo.





Fire and Ice

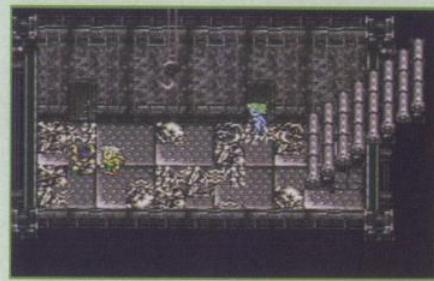
Beating the Espers into submission

After you meet Kefka in Vector, you will find yourself in the room where drained Espers are disposed of. Use the save point in the left room to heal any wounds and save your game, then talk to Ifrit.

To defeat these bosses easily, you will need Gau in your group and he should have been taught Over-Mind, and have two Earring Relics equipped. Locke should be equipped with the Fire-Blade. When you are fighting Ifrit, use the Fight command, even though with Locke it will heal Ifrit a little it's worth it, and if you have Celes, use her Ice magic. If you do have Gau in your group, don't use his Rage command until Ifrit has gone. Instead, try to heal the party as much

as possible. If you take your time over killing Ifrit and keep your party's HP up, Ifrit should disappear and Shiva should fight you instead. Now the Fire Blade you equipped will cause extra damage to her as she is an Ice elemental. As soon as Shiva appears, you should have Gau perform his Rage Over-Mind command. If you can get him to pull this off when he has two Earring Relics equipped, the Elf-Fire will deal almost 2,500 HP of damage to Shiva! A couple of hits with Locke's Fire Blade and it will all be over.

When the fight has been concluded, collect the Shiva and Ifrit Magicite that they kindly leave for you and go and heal your wounds and save your game again in the room up to the left.



Fight or Flight?

It's usually better to escape if you come up against Ing.



Received the Magicite "Shiva."



Roboboss

Number 24 is a shifty bad guy

Not long after the battle with Ifrit and Shiva you'll come across an aggressive robot called Number 24 who blocks your path.

Equipment is the key to success in this battle.

Number 24 has a magical ability called WallChange and when it is cast, the weaknesses of the boss is changed. A variety of attacks is necessary for you to succeed, so equip a different element of Esper to the magical attack element you have, and if you have an elemental weapon equipped, make sure it is different to the Esper and magic you may also have. This way you will have a variety of elements at hand and it won't

matter much what particular weakness the boss has.

When you are fighting Number 24, use Scan each time he uses WallChange to find out what his weakness is, and use your attacks accordingly. When he is weak to an element you have a particularly strong attack in, use Silence (Mute) or Imp to stop him from casting WallChange again (he can only cast two spells when he is in Imp form, and they are both recovery spells). A fantastic way of beating him is to have Gau in your group and he has Over-Mind in his Rage repertoire. When Number 24 becomes weak to Fire, use Over-Mind and watch him die miserably.

Alternatively, you can use Brawler, which will constantly deal around 700HP of damage with the Stone attack. If you don't have Gau in your group, or if Number 24 doesn't become weak to Fire, wait until he is weak to Ice as Celes can use her Ice Magic. Use the other characters to heal the character with the most powerful attack, and make sure you don't attack with an element that is opposite to the element Number 24 is weak to otherwise you will heal him.

Don't forget to use your Espers too, especially when the boss can't cast spells. When he is weak to the element you have an Esper in, give him all you've got!



Last Orders

Destroy the Air Force before the MissileBay and Laser Gun.



Emperor Gestahl

A cup of tea and a chat

→ When you return to Vector and visit the emperor, you must engage in conversation. Depending on which answers you choose, the outcome will be different. Here's how to get the best outcome:

When asked what to toast, answer, "To our hometowns."

When asked about Kefka's fate, answer, "Leave him in jail."

With Doma's apology, answer, "That was inexcusable."

When asked about Celes, answer, "Celes is one of us!"

Remember which question you choose to ask Gestahl.

When asked about the Espers, answer, "Yes, the Espers have gone too far."

Quick Equip

Equip the Bismarck Esper as soon as you get it.



Remind Gestahl of the question you previously asked.

When asked to rest, decline the offer and keep talking.

When asked what you want to hear, answer, "That your war is truly over."

When asked if you will accompany Gestahl, answer, "Yes."

When you leave, if you managed to talk to all the available soldiers before dining, you will be notified of South Figaro and Doma's liberation. Depending on how well your conversation with Gestahl went, the stock room will be unlocked, you will get the Tintinabar Relic and also the Charm Bangle Relic, but it will not be apparent you have achieved this until a bit later in the game.

The Emperor's expecting you.
This way...



To the Empire...
To the Returners...
To our hometowns...

That all you really want
is peace.
► That your war's truly over.
That you're sorry...

Atma weapon

At the end of The World of balance

Ice To Kill Fire

Use an Ice Rod on the FireEater for 3000+HP damage.



When all seems lost: Whatever happens in the battle, make sure you keep your HP up at all times



Nearing the end, you will come across a mega-violent bad guy called Atma who is as old as the Cosmos. You should have picked up the Atma Weapon equipment already, but Locke can steal it from the enemy if you haven't. He's a tough monster to beat because of his high-powered attacks, and he can be a pain in the backside to keep up with as you'll find yourself wasting turns just trying to keep a reasonable HP. Gau is always good when he uses his Over-Mind Rage technique, but make sure you keep an eye on him as you can't heal him with healing spells or items. Sabin should use the most powerful Blitz technique he knows, and Edgar should make use of his Drill. Ice2

is good spell to cast if you have mastered it, and Fire2 comes a close second.

Atma's hasn't got any weaknesses because he hasn't any element. This can be seen as a good thing (you don't need to worry about accidentally healing him), or a bad thing (there are no enormous attacks you can use to beat him into the ground). Watch out for his Flare attack. If he casts it, unless your character is over 1000HP by now, a Phoenix Down might be in order. Atma's Quake attack also has pretty devastating effects as it can take up to 500HP from each character. Make sure you keep your HP high on at least two of your characters so he doesn't wipe you out in one move.



A Fight
Throw
Magic
Item

Strago 0
Xxxxxyz 681
Crippy 1003
Norman 687

**GAME AID****Alone In The Dark: The New Nightmare****No more hiding behind the sofa, let us light the way****Select Level****• INTRODUCTION**

p.74

Easy

• GUNS 'N' AMMO

p.74

Easy

• GAME TACTICS

p.75

Moderate

• CARNBY'S QUEST

p.76

Moderate

• LIBRARY CHALLENGE

p.76

Easy

• DEFEATING THE BOSS

p.77

Easy

• ALINE'S ADVENTURE

p.78

Easy

• THE FINAL SHOWDOWN

p.78

Easy



ALONE IN THE DARK: THE NEW NIGHTMARE

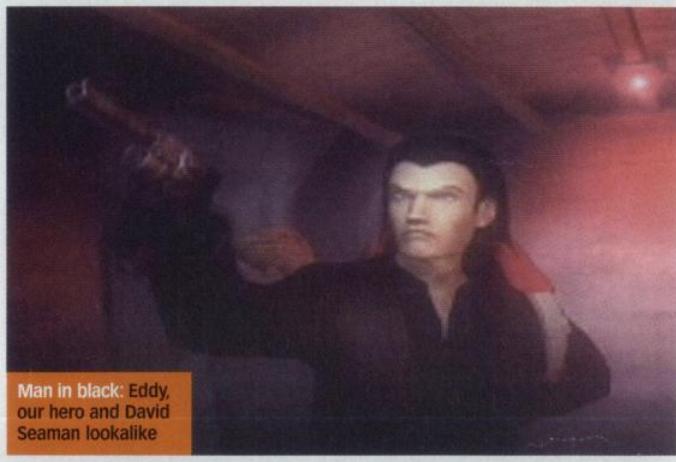
FOR THIS MASTERCLASS YOU WILL NEED:A FULLY CUSTOMISED ARSENAL A POWERFUL TORCH
CHANGE OF UNDERWEAR FEAR OF THE DARK

Who's afraid of the dark?

You're alone. And it's not sunny

Following a rather nasty plane crash, Edward Carnby and Aline Cedrac are left stranded on the mysterious Shadow Island. If that's not bad enough, the island's resident psychotics are hell-bent on bringing darkness to the world and there are plenty of demons that'll stop at nothing to turn out your lights. Permanently. While on the island it's your task to find clues and solve puzzles on your way to stopping the evil Alan Morton. Years of research and biological experiments by

his family into the powers of darkness have culminated in Alan's discovery of the Gates To Darkness. Therein lies the realm from which the most sinister of creatures cross to the outside world. With the help of Aline and a prophetic Indian, Edenshaw, you must close this door. But first, you'll have to reach it. Using this guide, you should have no problems solving the trickiest puzzles and defeating the beastliest of beasts. And, of course, there's the final showdown in the depths of the World Of Darkness.

**Man in black: Eddy, our hero and David Seaman lookalike**

Bullet basics

Save ammo or you'll be firing blanks

Carnby has an impressive arsenal at his disposal, but that doesn't mean you can be trigger-happy. You begin the game with a customised 12-chamber revolver that fires two shots at once. Although this inflicts double the damage on your demonic foes, it also uses

double the ammo. Similarly, the more powerful triple-barrelled shotgun fires three cartridges at once. Keep an eye out for ammo pick-ups and crystal battery chargers – there aren't very many so you'll need them all. Be sure to aim carefully using **1** and conserve your ammo or else your quest will be rather short-lived.

**Nightmare creatures:**
Sharp shooting required

Weapon of choice

Shoot first. Ask questions later

To kill some monsters you'll need heavy artillery; a Photosaurus or Night Ripper will only be taken down quickly with a rocket launcher. Dogs Of Darkness and Hybrids, however, need just a couple of shotgun blasts. The revolver, though pretty useless against any of the larger creatures, is perfect for exterminating little critters like Luxrats and Arachnocytes. Later in the game, the Plasma Cannon and Lightning Gun will make short work of any would-be hell raiser. And if you want some serious firepower, the Photoelectric Pulsar is the only choice. It may use up a lot of battery power, but it certainly packs a punch.



Light up my life

Be a bright spark and use your torch

→ One of the best weapons available to you is your trusty torch. Keep it switched on at all times because without it, you're finished. If you use your radio (□), then make sure you turn the torch on again afterwards by tapping ◎. Effective use of the torch will not only make visibility clearer, but can actually harm some enemies.

Being creatures of darkness, they will try to hide away from light giving you a chance to either blast them or scarper! Look out for objects that shine or twinkle in the beam of your torch, as they are crucial to completing your quest. Levers, light switches, clues and, of course, guns and ammo will all reveal themselves to you like this, so keep your eyes peeled.



Read and learn

A little reading goes a long way

ARE SO CRUDE. MAN IS SO VAIN! GRANDPA LEFT ME A LETTER AND HALF A PHOTO OF US IN FRONT OF THE GATE. I CAN'T EVEN REMEMBER WHEN HE TOOK IT. THERE'S A NUMBER WRITTEN ON THE BACK. BUT I CAN'T DO ANYTHING WITH IT. IT'S NOT THE CODE OF THE CONTROL BOARD IN THE LIBRARY.

Well read: Take note of the diary entries

6/17

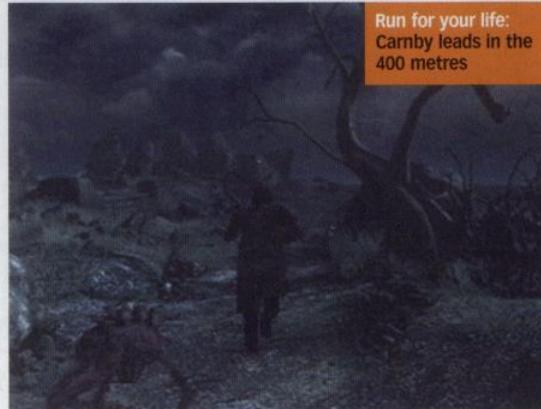


Along the way you'll find lots of books, diaries and letters that are essential reading. These contain plenty of information concerning the plot of the game and, more importantly, reveal vital tips. Key hints are written in red ink and without them you simply cannot solve certain puzzles. Once collected, they can be reviewed in the inventory screen.

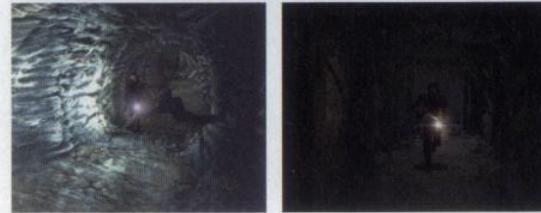
Run like the wind

No bullets? Best get your trainers on

→ Though not the most dignified way to win a battle, running away like a startled ferret is sometimes your best, and only, option. If you run out of ammo or wish to save it for bigger foes later in the level then it's wise to scarper, especially if you're facing smaller enemies or the ridiculously slow hybrids. Bear in mind that many enemies will chase you and, in the World Of Darkness, they will regenerate and become an even greater threat than before. If you can, run past the beasts. If you can't, you'll have to retreat and hope to find some ammo or Linford Christie's legs. Keep an eye on your map too – you don't want to run into even more trouble or find yourself cornered in a dead end.



Run for your life: Carnby leads in the 400 metres



Medical attention

Wounded? You'll need this then

→ Even if you're the best shot in town or just plain jammy, it's inevitable that you'll pick up a few knocks along the way. Luckily for you there are plenty of first-aid kits scattered around the island. Don't wait until your energy status is red to use them though – if you face a sudden attack by a group of nasties, it'll be too late. As well as first-aid kits, you can fill your flask with healing fluid at the green luminous fountains in the World Of Darkness. However, there aren't many so stay alert!



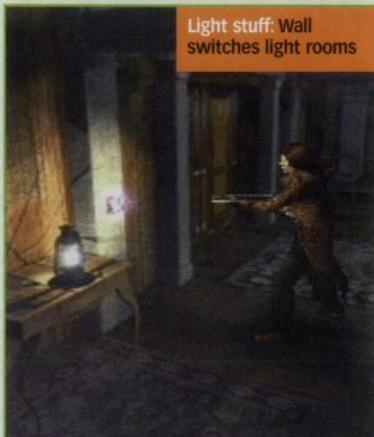
Dark knight: Join Carnby in his crusade against evil



Mirror magic

Unlocking the first painting

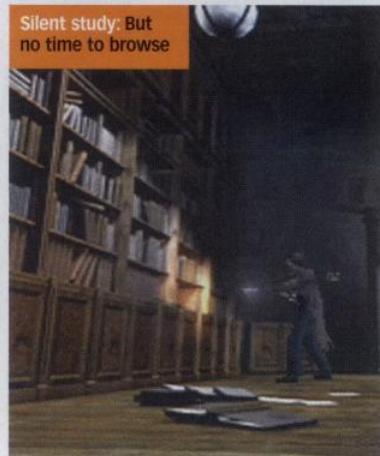
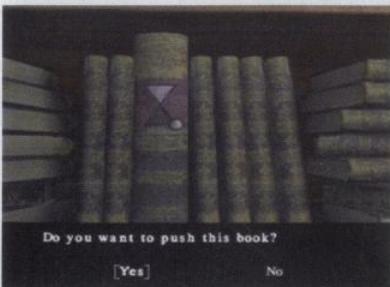
→ The first puzzle is in the entrance hall of Morton's mansion. As you enter, the lights go out and there are some critters that need a few shotgun blasts. Go to the left of the screen and turn on the lights before returning to the mirrored door through which you entered. Now push the statue on the left towards the mirror by walking into it and pressing **X**. The initials H, M are revealed, which you must enter into the mechanism on the statue. This unlocks the farthest right painting up the stairs, revealing a small rusty key.



Library challenge

Sshhh! Can't you see I'm reading?

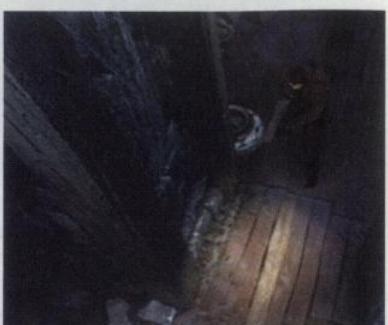
→ One of the trickiest brainteasers in the game is the book puzzle in the library. To complete this challenge you have to push four books into their shelves in the correct order. The first book is at the end of the landing up the second flight of stairs (as far as you can go). The next book is positioned to the left of the light switch by the entrance doors, and you can find the third book at the foot of the first staircase. The final book, which unlocks another painting, is just past the ladder on the second floor.



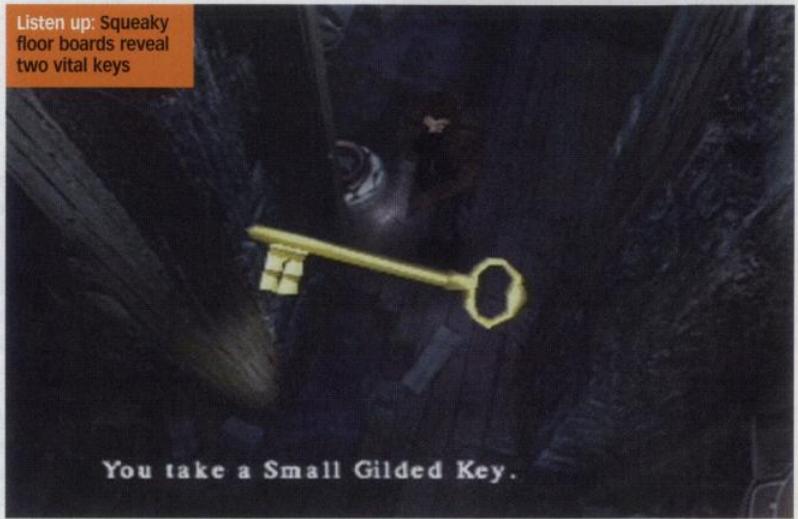
Key location

Beneath the floorboards

→ As you enter the east attic there is a section of flooring that's hollow. To find it, walk along the room until your footsteps sound different as you step onto the floorboards. They also appear slightly lighter in colour under the beam of your torch. Use the crowbar from Obed Morton's study to reveal the gilded key and also a small key that unlocks the desk in Alan Morton's study.



Listen up: Squeaky floor boards reveal two vital keys



Defeating the Procurator

Blast the winged beast into oblivion

→ In the library you will also face a Procurator. This nasty piece of work is extremely tough and, given half a chance, will fry you like a chicken from Kentucky. It's a relentless little blighter and you can't run away because the doors will lock automatically. Your only choice is to kill it. To do this, wait

until it hovers near you and blast it with any weapon, avoiding its lightning bolts. Wait for it to curl up and recover, then switch to the rocket launcher and show it who's boss. It will fly away for a moment, but don't rest easy just yet as it'll attack again. Repeat your actions until the beast is defeated and you'll be able to leave the library.



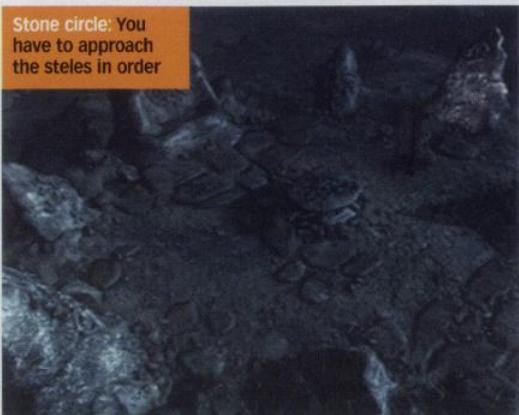
Abkanis incantation

Say the words, get the goodies

Once you have crossed the bridge on the moor (which then collapses) you reach the Megalithic Abkanis ritual site. Carnby needs to work out which direction the steles are facing. The easiest way to do this is to press **□** to view the map, and move the compass points over the site. You'll notice that the largest of the steles (at the top of the screen) is the northern

one, so approach it, press **□** and select the 'north' option. Knowing this, the other points follow accordingly. Now simply follow Aline's instructions and call her as you approach the steles she wishes to know about by using **□**. Finally, stand in front of the east stèle and listen to your dictaphone. You must repeat the words "Goul'ai Hypor Harnis Korna" by the stèle to receive the bull statue and a stone stèle.

Stone circle: You have to approach the steles in order



Secret lab stash

Hidden goodies to be found

There are some hidden items in the laboratory, which can be found in the underground passages of the island. Fortunately they're just what you need, as there are plenty of dark beings waiting to finish you off in the following passageways. In the room where you collect the letter from Christopher Lamb to Obed Morton head towards the poorly lit

wall to the left of the screen. Have a good nose around and you'll stumble across a big cupboard. Open it to discover three first-aid kits and two more gas cartridges. Nice!

Don't get complacent though. Make sure you keep an eye out for those vicious Hybrids and other monsters as they're very protective of this stash and certainly won't give it up willingly.



You take 3 First-Aid Kits.



Swamp thing

Ever get that sinking feeling?

After leaving the Abkanis incantation site, follow the path through the caves. There are a number of beasts you'll need to deal with here, so keep your trigger finger primed. As you enter the swamp, head to the left of the screen, avoiding the hybrids, until you reach the downed plane. Grab the goodies inside before going into the cockpit and checking on

the pilot. You'll be treated to a cut-scene as he wakes up, but don't stand around as the plane starts sinking into the depths of the swamp. A timer appears in the top of the screen and you have exactly 15 seconds to get the hell out of there! Exit using the same door you used to board and then watch as the plane (along with the doomed pilot) disappears into the murky water.

Plane to see: Nab the items, check the cockpit and get out



Final fight

Put the evil Alan Morton to sleep

Carnby's final encounter is with a mutated Alan Morton, and he's not best pleased that you've made it so far. You'll find him at the end of the Abkanis Necropolis, guarding the final statue head. Don't bother filling him full of lead, as he cannot be killed. Instead, simply fire five rockets (or use similar heavy weaponry) at him until he falls. Then quickly run past him to the dead

end towards the spear. Carnby will now slay the beast with the spear, leaving you to collect the statue head, climb the rope and place it on its mount. Finally, sit back and enjoy the final cut-scene as you've finished the game!

Or have you? You might have completed Carnby's adventure but start again and there's a whole new adventure waiting with Aline!





Aline's adventure

Alone in the dark with Aline. At last

Torch the demon

Shed some light on the problem

As Aline Cedrac, you begin the game with no weapons and a slight injury. Use a first-aid kit as soon as you can to heal up. As you have no weapon, you must keep your flashlight on at all times. Luckily, it'll injure enemies as well as lighting your way. The creature in Lucy's bedroom, for instance, is immune to bullets, the only way to kill it is to shine the torch repeatedly in its face. How about that for a bright idea?

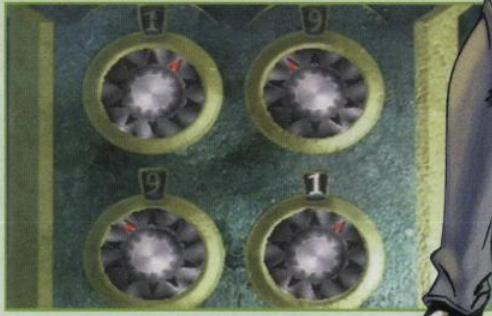
Bedroom bug: Torch the carpet critter



Monster madness

Monster in the library

Once you've opened the secret door in the library (by entering the code 1991 into the four code entry books) you can enter the secret study. Pull the lever to raise a containment chamber that holds your next foe, Howard Morton. Blast him three times with the shotgun, then run to get a good position and reload as he thrashes around in agony. Repeat this until he's down and out for the count.



Howard's end

Run for your life. Really

Once you've left the mansion you'll find yourself in the gardens. All is not well though, as a mutated Howard Morton lunges to attack you. Don't bother trying to shoot him, as he'll recover every time. Your only option is to run like hell, and don't dawdle or he'll

catch you and cause you some serious pain. Check the map (12) to make sure you don't hit a dead end and keep an eye out for a few dark beasts along the way. Run past the chapel and go inside the Morton family burial chamber. In here you'll be safe from Howard and free to continue your quest.



Leg it! Don't stop and fight, you'll die



Call for help!

Every UK cheat line reviewed...

ACCLAIM Cost: 60p per minute
09068303330

OPM RATING: 5/10

ACTIVISION Cost: 75p per minute
09067535099

OPM RATING: 4/10

CODEMASTERS Cost: 75p per minute
09067535053

OPM RATING: 6/10

CORE DESIGN Cost: 75p per minute
09067532253

OPM RATING: 4/10

ELECTRONIC ARTS Cost: 75p per minute
09067532253

OPM RATING: 4/10

INFOGRAMES Cost: 75p per minute
09067535010

OPM RATING: 4/10

KONAMI Cost: 75p per minute
09067535070

OPM RATING: 4/10

SQUARE Cost: 75p per minute
09067535030

OPM RATING: 4/10

TAKE 2 Cost: 75p per minute
09067514151

OPM RATING: 7/10

THQ Cost: 75p per minute
09067535055

OPM RATING: 4/10

UBI SOFT Cost: 75p per minute
09064665200

OPM RATING: 6/10

INSPECTOR CHEATS Cost: 75p per minute
09050720018

OPM RATING: 2/10

CHEATS FOR FREE Cost: Local rate
08707430840

OPM RATING: 1/10

CHEATS UNLIMITED Cost: 60p per minute
09066095445

OPM RATING: 6/10

CHEATS UNLIMITED (under 16s) Cost: 60p per minute
09066095744

OPM RATING: 6/10

CHEATS*TIPS*SOLUTIONS Cost: 60p per minute
09068318400

OPM RATING: 3/10

WARNING:

These cheat lines can involve lengthy calls. Please ask whoever pays the bill before you pick up the phone

Final showdown

Did you get my good side?

Aline's final encounter is tougher than Carnby's. You must defeat Obed Morton but there's a twist. He has a 'good' and an 'evil' side and to kill him you must only shoot his evil side (the side that attacks you). The best weapon to use is the powerful



Evil Morton: Only shoot his dark half

Lightning Gun but be sure not to hit his good side, or else he will advance towards you and cause some serious damage. Once you've shot his evil side 11 times, Obed dies and the only thing left to do is pick up the statue head and remount it in the chamber that you found upstairs.

Come and have a go!

Kick readers with your gaming prowess and watch 'em weep



John Taylor from Coventry has a straightforward but tricky challenge. Tough talking John goads us PS lovers with, "Yo OPM, can you beat Super Akuma in Street Fighter

Alpha 3? I can beat him with Sakura! I bet you Muppets can't match that!"

Hmm, this is a tough one, Super Akuma is by far the toughest character in any fighting game... ever. Still, we reckon that some of you

out there are black belts with the mystical joypad.

Make John choke on his own words and while you're at it, give him a dragon punch or two from us! Remember to send in your own challenges too... ●

TEST OF THE GAME GODS

Ha! You'll never beat my mighty challenge. Read it and weep OPM!

Name: Address:

My Challenge is:

My Personal Best is:

SEND THIS FORM TO: COME ON YOU WUSS, TAKE ME ON!
OPM, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

TipsSearch

Need help? Here's where to find every OPM guide from the last eight issues

GUIDE

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● WORLD'S SCARIEST POLICE CHASES	OPM75
Help with all the missions, levels and other mayhem!	
● SHEEP, DOG 'N' WOLF	OPM76 & 77
These instalments will have you panting like a dog. Mmm...	
● THE ITALIAN JOB	OPM78
We belted around every level to show you just how it's done	
● SPIDER-MAN 2: ENTER ELECTRO	OPM79
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discinferno

Ⓐ PLAYABLES ⓒ VIDEOS ⓓ CHALLENGES ⓔ FAME

Enter

83



Multiplayer-madness! You've gotta love it. This month's disc has caused nothing short of an all-out gaming war in the OPM office. We've been challenging each other to duels of *Rayman Rush*, taking it in turns to crush Nick at *Total Soccer* and then racing off some aggro in *Rollcage Stage II* and *Muppet RaceMania*. We've not neglected the single-player experience though, as we're also giving you the chance to get stuck in to *Alfred Chicken* and have another bash at one of the most atmospheric PS1 titles ever, *Alone In The Dark 4*. Enjoy! •

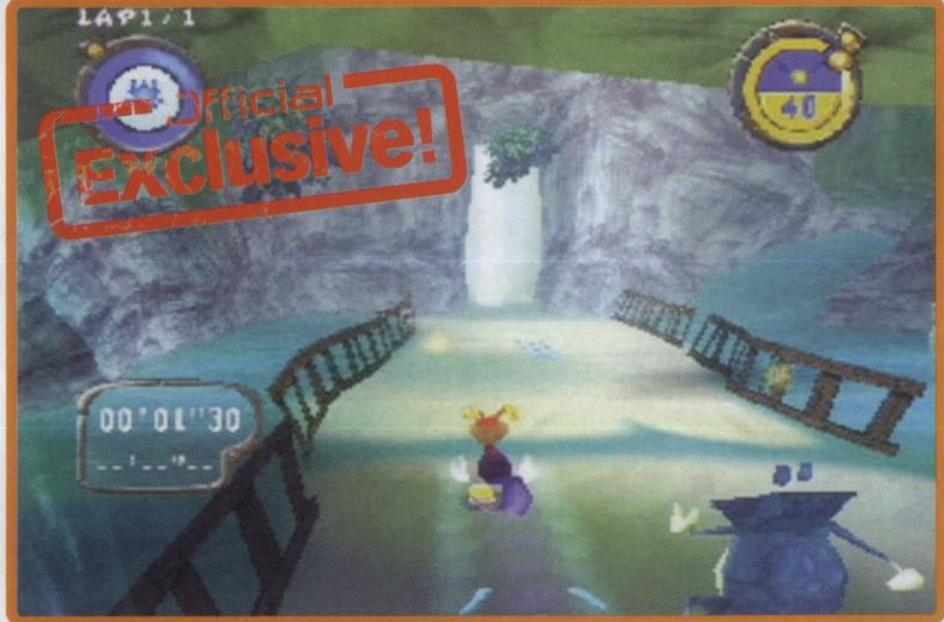
VOYAGE OF DISC-OVERY

Using your CD is easy, it's just like booting up a game. Pop it into your PlayStation then scroll through the mouthwatering menu using ← and →, pressing Ⓜ to select the demo you want. After playing some of our demos you'll need to reset your console.

Disc-traction

Poorly CD? See below

Pack up your troublesome disc in an envelope and send it back to this address: *Official UK PlayStation Magazine, Disc Returns, Customer Services, Future Publishing, Carey Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB*. We'll test it and, if it's faulty, we'll send you another one. Please note: we don't keep old discs in stock. Lee is using them to make a life-size model of the Tyne Bridge.



Rayman Rush

PLAY! Ubi's floppy-eared mascot rabbit's back on PS1. Take your marks, get your 'Station set and **go straight to page 82!**

Champions League

JOIN! Only the crème-de-la-crème make it here. Are you one of the chosen ones? **Flip to page 95 now**



Glory awaits!
on page 96

Fame, fortune & prizes can be yours

WIN! You show us your skills, we give you top notch prizes. Go on, prove yourself! **From page 82**



TURN OVER NOW FOR A BANQUET OF DELICIOUS DEMOS!

Rayman Rush • Alone In The Dark 4 • Rollcage Stage II • Metal Gear Solid: Special Missions • Star Trek: Invasion! • Muppet RaceMania • Alfred Chicken • Total Soccer • Play them now!



LEG IT!



Marathon man: You'll need a lot energy for our demo as Rayman and Globox have to tackle the courses on foot

SLIDE IT!



Wheeeel: It's a downward spiral all the way to the finish, good job Rayman has great big clown feet to steady himself

SHOOT IT!



Fire and forget: You have the ability to shoot your opponent with a Freeze Ray, allowing you to steal back the lead

PLAY! "Ah but monsieur, like zee frogs, surely you cannot run wizout zee legs?"

Rayman Rush

Official
Top Demo!

THE FACTS GENRE RACING GAME • OUT MARCH 2002 • PUBLISHER UBI SOFT • CONTACT 0870 800 6160 • OPM SCORE N/A • FULL GAME FEATURES 12 RACING ARENAS AND FIVE MODES OF PLAY

Enter

THE NO-LEGGED RACE

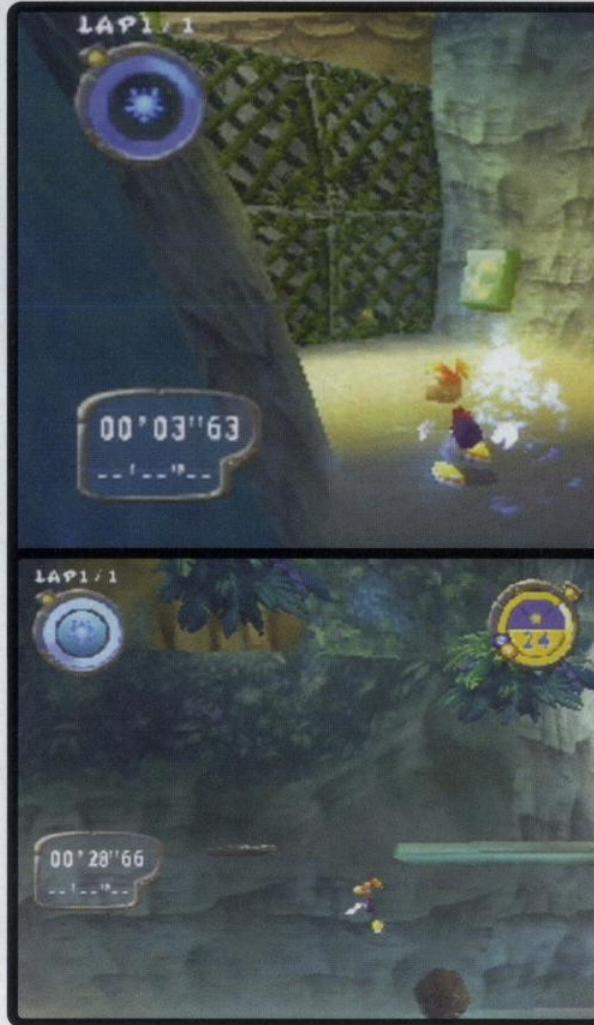
→ **Mon dieu**, our Gallic platform hero has turned his flappy feet to athletics! It's a golden rule in videogames that once you've starred in a few successful adventures, you're granted licence to appear in your very own racing game. But, unlike *Crash Bandicoot* and a million other cartoon characters, Rayman is opting to go it on foot rather than hop in a supercharged kart. So get your best running shoes on and boot up the demo disc for the next great Olympian sport – rushing. Beats curling anyway!

Our demo has two different tracks for you to sample, one a swift single-player race against Globox around the Water Canyon level, the other a two-player charge through The Canopy. Try them both out (the multiplayer option is especially entertaining) then cast your eyes over our oddball demo challenge if you fancy nabbing yourself a full copy of the game plus a stash of Rayman wares. Yep, we want all you budding artists to get scribbling again.

In the next issue of *OPM* we'll have a massive review of the complete *Rayman Rush* game. ●

CONTROLS

- Jump/activate helicopter ears
- Fire weapon
- D-pad Run



Crash Bash: There are obstacles like rolling stones and fences littered around the tracks. Take care not to run into them, they'll mess you up



Cor lummy: The yellow hovering things that look like a Golden Snitch are called lums, snatch 'em by running right into them. Collect all the lums in the full game to unlock bonus bits. Collect them all in the demo and you'll have the satisfaction of knowing that you did better than weedy 'ol Nellis



SPOILER ZONE

OUR DEMO'S A FAIRLY EASY AFFAIR. HOWEVER, HERE ARE A FEW TRICKS FOR FASTER RACE TIMES



RACING LINES

There are plenty of blue arrows pasted onto the track that'll give you a temporary speed boost. Keep your eye out for them and try and run over as many as possible. If there's an object in front of the arrows, don't forget to jump it (X) or you'll crash.



SET FOR STUN

In both the single and multiplayer modes you can shoot your opponent with a Freeze Ray to slow them down. Just line up your shot and hit B to spew out a stream of blue gunk. You can also use the shoot facility to activate any switches you find.



SWITCHING LANES

This hint is for the multiplayer mode only (so don't tell your mates!). Toward the middle of the course, the track splits into two lanes. One side of the track has the blue speed arrows, the other doesn't. To bamboozle your opponent, shoot the switches in the centre (pictured) and the arrows will change lanes. Neat!



JUMP TO IT

Use C to jump out of the way of falling rocks or to reach high ledges. Rayman also has a special pair of helicopter ears that he can use to hover with. These come in handy when trying to avoid water obstacles or float to safety. Be warned though, they're not exactly speedy!

The Finer Points...

Nellisman!

Quick on the draw: The clowns in the OPM art team have mocked up Nellis to look like Rayman. Or does he really look like this anyway? Hmm, you don't want to know, readers. Anyway, following this example, we'd like you to draw a picture (or mess around with a photograph if you can) that shows you doing your impression of the limbless loon Rayman. The best drawing, as voted for by the art team, will nab a Rayman goodie bag.



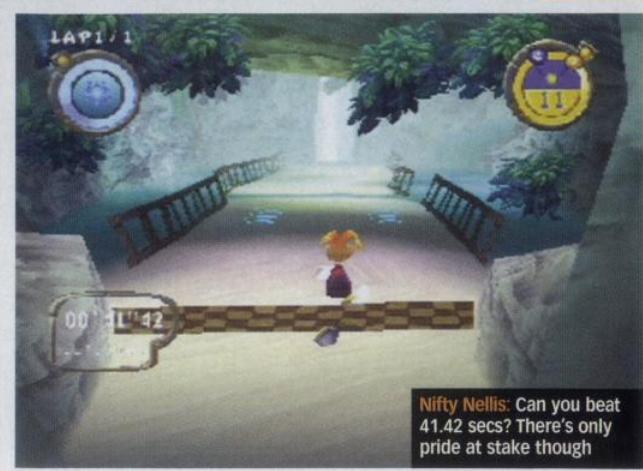
Head men: OPM's Rich and Nick get the Rayman treatment. Freaky!

TOP TIP

HIGH LIFE! In the single-player Water Canyon level, jump to the high platforms after passing the waterfall to get more speed-ups.

CHALLENGE OPM

Play the demo, rush the champ. Go on, he's armless



Nifty Nellis: Can you beat 41.42 secs? There's only pride at stake though

THE CHALLENGE

After the phenomenal response to our *Monsters, Inc.* 'draw a scary beastie' challenge, we'd like you to get scribbling again. This time we're after the best Rayman lookalike. Draw a picture, mess with a photograph, whatever. Just make yourself look as much like Rayman as you can and we'll choose one winner.

THE PROOF

Er, just send us your picture. That's it!

THE PRIZE

One winner will receive a Rayman goodie bag that includes a copy of *Rayman Rush*, a Rayman T-shirt, figurine and a pair of wind-up running feet!



OPM CHAMP

Nick "legless" Ellis finished the single-player race in 41.42 secs. It's not in the challenge but let us know if you can beat him

Race Me!
You'll lose

**DISC INFERNO****Alone In The Dark: The New Nightmare****THINGS**

Looky here, what do we have? Hmm... oblong, a rancid stench. Yep, it's definitely a coffin...

THAT GO

OK fool, what you gonna do? Leave well alone like any sane person with a smidgen of a brain? Nah, thought not

BUMP!

See, we told you! Didn't we tell you? She's not the prettiest flower in the bunch and she's not smelling too good, either

PLAY! "Get ready to change your shorts as your life is about to become very disturbed"

Alone In The Dark: The New Nightmare

Official **Classic!**

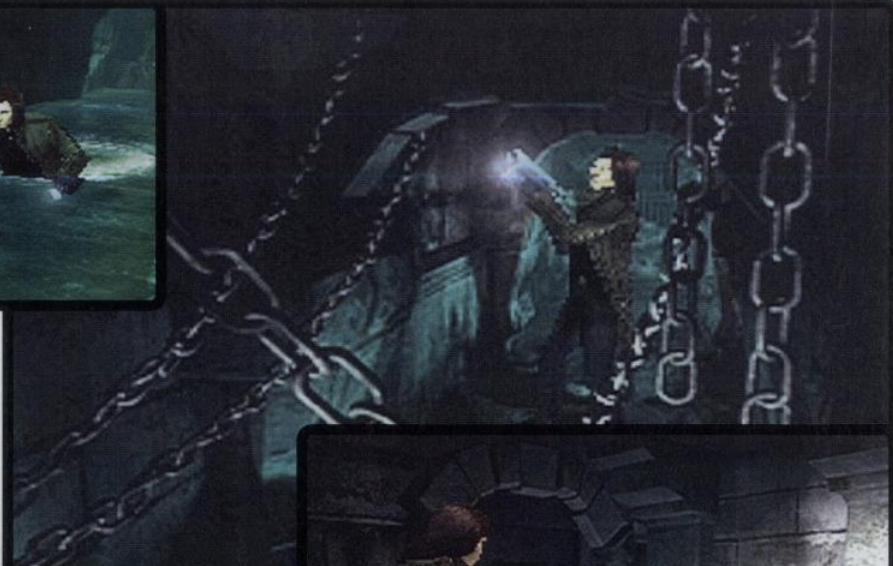
THE FACTS GENRE SURVIVAL HORROR • OUT NOW • PUBLISHER INFOGRAPHICS • CONTACT 0161 827 8061 • OPM SCORE OPM72 9/10 • FULL GAME FEATURES A SPRAWLING WORLD OF TERROR

Enter**PANT CHANGE, SIR?**

→ Here is survival horror at its most creepy, atmospheric, where's-my-mum, control shaking best! Make the most of this scary excursion into the odious sewers of the mansion by playing the demo with vibration on, lights off, alone and with the volume up. Feel your panic build as you take Edward Carnby on his first steps on the mysterious Shadow Island. The power of survival horror lies in the suspense in feeling that behind every shadow there's a hideous slimy thing waiting to get you. So we're not telling you how many enemies you'll come across. Once you've taken Carnby as far as you can, play again, searching every nauseating corner for precious ammo and beat our challenge.



Hope there are no floaters: Wading in the sewers is a slow business but holding the run button will shuffle you along a bit quicker



Big noise: This is what we want, a big gun that makes lots of noise and messy pools of evil scum!

CONTROLS

D-pad	Movement
Start	Pause
X	Action, choose options, shoot when holding △
□	Hold down to run
○	Flashlight on/off
△	Inventory
□	Map
○	Aim gun
Left Stick	Move the flashlight around

SPOILER ZONE

KEEP LOSING?
CONSULT OUR
GUIDE TO THE
BEST SUBS.
BUT ONLY
IF YOU'RE
DESPERATE



FLASH THAT LIGHT!

Always have the flashlight on (use \textcircled{O}). The game will be more atmospheric and you'll find more items that are vital to your survival. Use the left analogue stick to move it around when searching for clues or goodies. The game looks cooler with the flashlight playing tricks with shadows.



LAST AID?

Don't panic if you get munched by some disgusting monstrosity. It takes quite a few attacks from the smaller enemies to bring your main man down. If you use the first aid kit when it's not essential you'll no doubt be left for dead when it is.



RELOAD, RELOAD, RELOAD

Whenever you've fired some rounds off and the threat is over, you should always reload your gun by going to the inventory screen (use \textcircled{A}), selecting your ammo, then the Reload option and pressing \textcircled{X} . Ignore this advice at your peril.

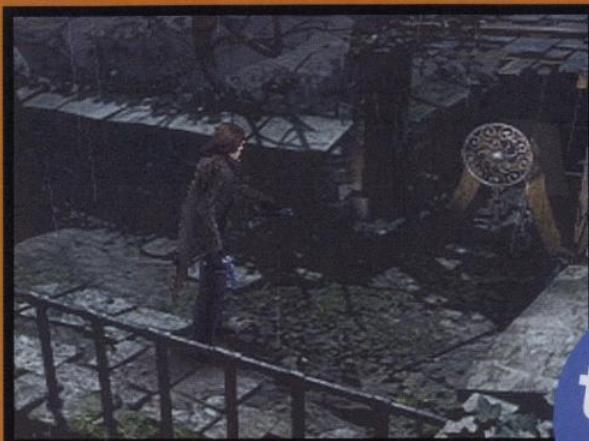


FULL GAME FACTS

In the full game, these basic tips will go a long way to helping you get to the end. When stuck, never underestimate the map. Your notebook and any documents will also contain invaluable clues for some of the tougher puzzles. You can call on your partner with the radio for further hints.

The Finer Points...

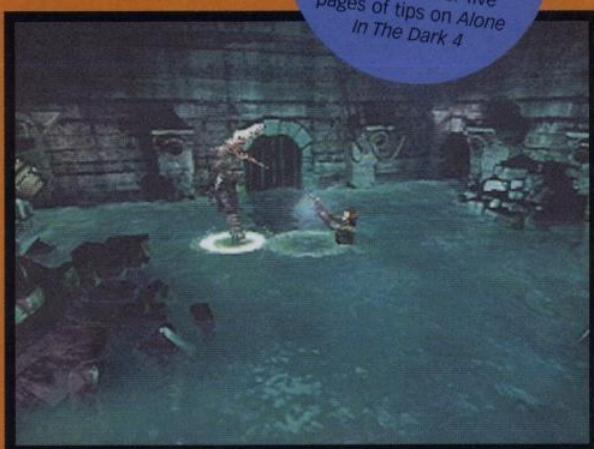
When all seems lost there is another way...



Moving on: When playing the demo, you will quickly discover that you can't use the main gates to get into the mansion and no other path seems to lead to a way forward. Once past the first enemy, go through the gate and follow the path left and choose to use the valve. The way forward suddenly becomes obvious.

Go there!

Turn to p.74 for five pages of tips on *Alone In The Dark 4*



Mini-boss: The mini-boss, Phocomelus, isn't too tough but he can kill you if you don't use the right tactics. Firstly, he won't let you out of the flooded area. So fight, not flight, is the approach to take. Once he's revealed himself, shoot him once, then wait for him to surface again and repeat. He always attacks you from behind, so have the gun aimed and be ready to spin round and let him have it. You'll soon toast his evil ass this way.

TOP TIP

EASY ON THE LEAD As with all survival horrors, remember that if you can skip past enemies without wasting precious ammo, do so

CHALLENGE OPM

Play the demo, beat the champ. Go on, he's easy meat



THE CHALLENGE

Complete the demo using the least amount of bullets. We also want to see a photo of you with the scariest face you can pull. In the event of a tie-break, we will judge the finalists by the photos. Go on, make us change our kecks.

THE PROOF

Take a photograph of your inventory showing the amount of ammo you have left (including those already loaded into your weapon/s). Remember the tie-break photo, just in case.

THE PRIZE

A very cool ceramic statue of Edward Carnby worth plenty of wedge plus a copy of the game.



OPM CHAMP
He ate all the pies, and Mike also managed to end up with 75 rounds of ammo. Can you kick it?

Bite Me!
If you dare

PLAY! "An eye-blistering feast of warp-speed stock car racing"

Rollcage Stage II

THE FACTS GENRE FUTURE RACER • OUT NOW • PUBLISHER SONY • CONTACT 0207 859 5000 • OPM SCORE 9/10, OPM57 • FULL GAME FEATURES 10 RACERS, 150 CHALLENGES AND 20 COURSES

Enter

THE FUTURE FASTLANE

→ Forget *Gran Turismo* and every other F1 or rally game. If you're a speed junky, *Rollcage* is where it's at for adrenaline-soaked automotive thrills. Our huge demo of this *Wipeout*-inspired future racer features cars and tracks in both single and two-player arcade mode, plus there's a two-track scramble mode.

After you've dipped into arcade mode for some seat-of-your-pants racing, test your driving in scramble mode, in the demo challenge. Have a bash at the introduction level, then hit the Racing Line track for our challenge. The finished game features 50 cars, 60 tracks to race them on and 14 different game modes, but unfortunately no replacement eyeballs. ●

CONTROLS

- ▶ Pause
- ◀ Accelerate
- ✖ Brake
- ✖ Reverse
- ✖ Face forward
- ✖ Zoom in
- ✖ Zoom out
- ✖ Fire first weapon
- ✖ Fire second weapon
- ✖ Target car
- ✖ Rear view mirror
- ✖ Steer vehicle



Tunnel collision: There are 60 sci-fi-flavoured tracks in the full game and you get the chance to sample five of them in our demo



Terminal velocity: Your eyes do not deceive you, the vehicles in *Rollcage II* can reach speeds up to 400mph!



SPOILER ZONE

FLYING START



BURN UP

If you hit ⚡ as the one disappears from the countdown, you'll launch at around 300mph. Don't fall off those bends!



BEAT THE HUMPS

Don't fly into oblivion. Slow down to 100mph before the humps and ride them in the middle of the track.

CHALLENGE OPM

Play the demo, clamp the champ...



Step on it: Got a licence? Get a move on then!

THE CHALLENGE

A straightforward one, this. Just complete the Racing Line course in scramble mode in the fastest time possible. The quickest player wins our prize.

THE PROOF

A photo of your end-of-race screen showing your Racing Line circuit time, or video your best run.

THE PRIZE

Rollcage II developer, Attention To Detail, is offering our winner two *Rollcage* T-shirts and a steering wheel. So get practising.

Roll me over!
Learner driver

OPM CHAMP

Nick "No licence" Ellis managed a mere 37.50 seconds. Pour scorn on him!





PLAY! "Train your Snake to his full potential with some tricky virtual reality missions"

Official
Classic!

Metal Gear Solid: Special Missions

THE FACTS GENRE ACTION ADVENTURE • OUT UNAVAILABLE • PUBLISHER KONAMI • CONTACT 0208 5825573 • SCORE 10/10, OPM51 • FULL GAME FEATURES 300 VIRTUAL REALITY MISSIONS

Enter

ON A MISSION

After last month's *Metal Gear Solid* magic on the disc we thought it would be rude not to offer you a follow-up. And a tasty little follow-up it is, too.

These Special Missions were released about a year after the original game as an add-on – you have to have *MGS* to use the *MGS* disc – and they added some much-needed longevity to the *MGS* experience.

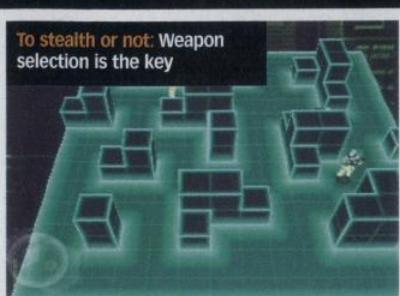
The missions – all in funky virtual reality luminous green – are the perfect way to train, transforming you from a fumbling lumox into a super stealthy killing machine almost overnight. There's loads to explore in this demo. The weapons training section offers you the chance to improve your targeting and reflex skills. If you're a wuss, you can take on harmless targets; or be rock hard like us and fight bad guys that shoot back. Several levels are included from this section, so whether you slack with a Socom or naff with a Nikita you're bound to find something that will help. ●

CONTROLS

↑ ↓ ← →	Direction
Ⓐ	First-person view
Ⓑ	Crouch/crawl
Ⓒ	Throw/choke
Ⓓ	Attack
Ⓔ	Inventory



THE CHALLENGE
In the battle mode there's a mission to take out 12 guards in under 12 minutes. To win, simply get the quickest time.



Play the demo, make it quick

To stealth or not: Weapon selection is the key

THE PROOF
Take a picture of the screen, with the time clearly visible. Make sure you write your time on the front of each entry, too.

THE PRIZE
Loads of gaming goodness, including some rare *Metal Gear Solid* gubbins.

Beat
me!
Make me
green

OPM CHAMP
James 'Special' Carey managed a sparkling 9mins and 11secs



PLAY! "Better than a sonic shower with 7 of 9... almost"

Star Trek: Invasion!

Official
Classic!

THE FACTS GENRE 3D SPACE SHOOTER • OUT NOW • PUBLISHER ACTIVISION • CONTACT 01753 756 100 • SCORE 9/10, OPM62 • FULL GAME FEATURES EIGHT CRAFT, 20+ LEVELS, DEATHMATCH

Enter

ROUT THE ROMULANS

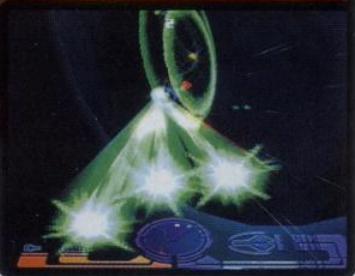
→ Can you boldly go where no gamer has gone before? Not quite, but *Star Trek: Invasion!* is a class 3D space shooter. We put it under the tricorder in OPM62 and it took off from the space port with flying colours.

Fancy yourself as a Tom Paris demon at the helm? Then put yourself in the firing line as you take on a Romulan combat group in a Federation Valkyrie class ship. Play well and you'll see a cameo of Worf. The action is frantic – the more you fry those smug git's of the alpha quadrant, the more they send. Pop enough space caps and they even send in a huge Romulan warbird.

You get a little help from another Valkyrie, but don't expect him to watch your butt, he's got enough of his own problems! Photon torpedos and phasers at the ready... fire at will, Mr Worf.



Toasting the scum: Stay on target (oh, different game), anyway, keep on their tails and blast away until you see this. And it feels so sweet!



CONTROLS

D-pad: Heading direction
► Pause
Primary weapon
Secondary weapon
Weapon mode
Motion lock
Strafe left
Decrease speed
Strafe right
Increase speed



Warbird: Get through the first two waves of Romulans and a Warbird appears. It's huge, tough as nails and the captain's a smart-mouthed git. And it kills you rather too easily for our liking! Save those photon torpedos for this mother... ship

CHALLENGE OPM

Play the demo, torpedo the champ...

191

Warning, more vessels are approaching



Zap 'em! Romulans to the slaughter!



THE CHALLENGE

We want to see how quickly you can clear the first wave of Romulans. You need to find your next kill quickly and despatch them as swiftly as possible.

THE PROOF

Take a picture of the screen when it says "Warning, more vessels are approaching", which records how many seconds you have left.

THE PRIZE

A gaming goodie bag including a full PlayStation game.

Beam
Me Up!
Fried Trekkie

OPM CHAMP
Mike... the final frontier. He reported in with 191 seconds left



PLAY! "This is more fun than Miss Piggy has chins. Ouch, that told us!"

Muppet RaceMania

THE FACTS GENRE KARTING • OUT NOW • PUBLISHER SONY • CONTACT 0207 859 5000
• SCORE 9/10, OPM58 • FULL GAME FEATURES 14 RACE TRACKS

MANIC MUPPET MAYHEM

 If you want a quick blast of gaming fun there's little to beat a class bit of karting. And *Muppet RaceMania* does it in style. Some consider this to be the best karting game there is. Scoring an impressive 9/10 in *OPM58*, the Muppet meisters clearly have what it takes to get in the groove for some karting loooove, as Miss Piggy might say.

With one or two-player action, eight battle tracks and six stunt courses, there's plenty of fun and, of course, the grudge match. You can select up to four Muppets from 25. There are tons of vital pick-ups. Above all, just play dirty – nudge, barge or blow up your opponent to seal that victory! ●

CONTROLS

D-pad	Direction
Start	Pause
□	Accelerate
○	Jump
△	Brake
□	Camera
○	Pick-up one
△	Pick-up two
□	Boost
○	Special move

CHALLENGE OPM

Play the demo, spank the champ

THE CHALLENGE

Play the graveyard as any character and burn rubber to nab first place. Spit on the grave of our champion...



What a Muppet: Leave Nellis in your rearview mirror

THE PROOF

Having barged, bombed and boosted your way to first place and a champion time, take a snap and send it in.

THE PRIZE

A gaming goody bag goes to the Muppet champ, plus you'll get a PS1 game.

Roadkill Me!
Muppet Mouth

OPM CHAMP

Nick hurled through the circuit in 1:41.42

PLAY! "Poultry platforming is the new going out. Strange but true"

Alfred Chicken

THE FACTS GENRE PLATFORM • OUT MARCH • PUBLISHER SONY • CONTACT 0207 859 5000
• SCORE 9/10, OPM83 • FULL GAME FEATURES 11 LEVELS

CLUCK, CLUCK, JUMP

 Big, bright and colourful is the world of *Alfred Chicken* and you get to explore a level with the rampant rooster on the demo. There's plenty of stuff to collect, as you'd expect from a platform game, which will help you complete the level if dying continually is your thing.

Nab 100 crystals and you'll get a 1-up, there's also a 1-up egg, imprisoned in the ice wall, for the taking. You can boost your score by pecking balloons and by making a habit of giving the occasional enemy a hard old peck on the bonce. These points go a long way to helping you with the challenge. Also, by going in and out of doors, you'll regenerate enemies that can be killed again. Now there's a huge hint... ●

CONTROLS

D-pad	Movement
Start	Pause
□	Jump
○	Peck
△	Peck
□	Jump
○	Look around
↑	To enter a door (the white/purple squirly thing)
D-pad + □ + ○	Flap when airborne

CHALLENGE OPM

Play the demo, top the champ...

THE CHALLENGE

When you peck the final blue balloon in the level, your score will quickly flash on screen. We want to see the highest score.

Fry Me!
Chicken lickin'

OPM CHAMP

A respectable 4,750 – now Mike could murder a chicken leg!



Pecking order. Don't miss the goodies!

THE PROOF

Send us a photo of your score at the point described above. Be ready with the camera when you peck that last balloon.

THE PRIZE

A copy of *Alfred Chicken* for your rooster roamings are in order, we think.



PLAY! "Getting down, deep down with a slice of puzzling perfection"

Mr Driller

THE FACTS GENRE PUZZLER • PUBLISHER SONY • CONTACT 0207 859 5000 • OPM SCORE 8/10, OPM63 • FULL GAME FEATURES LOADS OF MODES, INCLUDING TIME ATTACK AND SURVIVAL

Enter

I... CAN'T... BREATHE

→ Welcome to *Mr Driller*, the fiendishly addictive puzzler that is almost *instantly* addictive. The bad news is that after this all-too-brief taster you're going to have a hell of a time getting hold of a copy of the full game... unless you win our challenge or follow our great tips on how to bag second-hand classics starting on page 104.

The demo offers the opening level of arcade mode, with you having to drill down to 100m. To get to the bottom you drill through coloured blocks. Once you hit a block of colour all the other blocks of the same colour attached to it'll disappear too. Bear in mind that as you're underground, you have a limited air supply and need to find the air capsules or suffocate – with a high-pitched squeal, naturally.

The more you drill the more points you pocket, so you're going to have to get tactical to win our challenge prize and get a – very rare – copy of the game.

The Japanese have a sequel to this classic, which features a great two-player version. Keep an eye out for how to get hold of this game in future issues. ●

CONTROLS

↔↑↓→ Move
✖ Drill



SPOILER ZONE

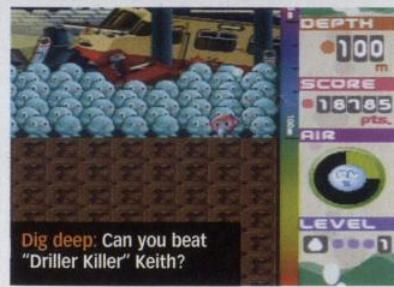
KEEP RUNNING OUT OF PUFF?

AIR RAISING

There are a few key things to remember when tackling *Mr Driller*: keep picking up the capsules even if it means a detour; you can jump up using the direction keys; only drill through the solid blocks when an air bubble is in easy reach, as it takes 20% of your oxygen; take your time.

CHALLENGE OPM

Play the demo, choke the champ



THE CHALLENGE
Nice and simple this one, just get to the bottom accumulating as many points as possible. The person with the highest score will win.

THE PROOF
Take a picture of the end screen with your score clearly visible (if we can't read it, you can't win) and send it in to the usual address.

THE PRIZE
The winner gets a rare copy of *Mr Driller* – it's so rare, in fact, that it doesn't have a box or instructions!

Bore me!
To death

OPM CHAMP
Rich "Driller Killer" Keith
clocked up 12,785 points



PLAY! "A clever footie sim and the greatest Yaroze game of all time"

Total Soccer

Net
Yaroze
Full game!

Official
Classic!

THE FACTS GENRE FOOTIE SIM • OUT NOW • PROGRAMMER CHARLES CHAPMAN • CONTACT WWW.YAROZESCENE.CO.UK • SCORE NOT RATED, BUT GREAT • FULL GAME FEATURES THIS IS IT!

Enter

PLAY THIS GAME NOW!

 There have been some great Net Yaroze games made by budding PlayStation programmers, and we hope there are more to come. But as far as we're concerned there are two that are in a class of their own. One is *Super Bub* (*OPM81*) and the other is *Total Soccer*. A mix of classic top-down footie sims *Sensible Soccer* and *Kick Off*, its simple controls and graphics may seem a bit weedy compared to the likes of *FIFA* and *PES* but *Total Soccer* delivers fantastic matches with superb, flowing moves, spectacular goals and even replays and highlights for maximum post-match gloating. There are also loads of options, including different hardness settings, multiple referee settings, you can create your own competitions, or use one of the three available. The list goes on... ●

CONTROLS

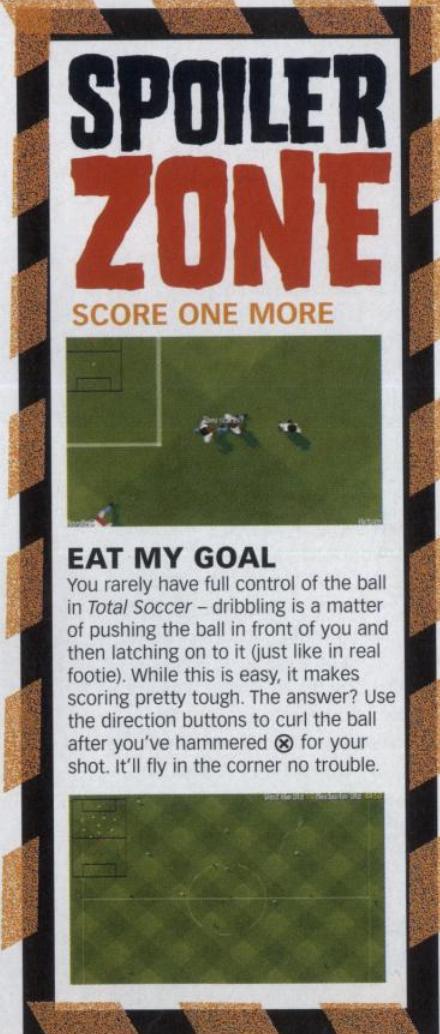
↓ ← → ↑	Movement/curl ball after kick, shot or header
Ⓐ	Pass
Ⓑ	Kick or shoot/sliding tackle/header
Ⓐ Ⓑ	Bring up substitution and tactics screen when ball out of play
Ⓐ Ⓑ Ⓒ	Replay
Ⓑ Ⓒ	Zoom in
Ⓐ Ⓒ	Zoom out
Ⓑ Ⓒ Ⓓ	Back to default view



Top down: It might look a little old fashioned, but the overhead view works



In control: Use Ⓐ to pass, or Ⓑ to wallop it up field. Don't touch Ⓒ or you'll get an annoying replay



CHALLENGE OPM

Play the game, top the league



Proof: We need to see the final table for the challenge

THE CHALLENGE

To pick up the prize you're going to have to play through a full season of 20 games as any team you like. The winner will be the one who tops the league with the most points. In the event of a draw, goal difference'll come into play.

THE PROOF

Take a piccie of the final screen, or video it if you prefer.

THE PRIZE

For this feat of footie finesse you'll get yourself a copy of a nice new PS1 footie game and some other gaming goodness from our cupboard of plenty.

Burst
my bubble
Upton boy

OPM CHAMP

Rich Di Keithio won with 96 points, losing only four games as West Ham





PLAY! "Home-made trundling in the crazy DIY world of spheres and bumps"

Sphere

THE FACTS

GENRE PUZZLER • OUT NOW • PROGRAMMER PETER DOLLACHAN • CONTACT WWW.YAROZESCENE.CO.UK • SCORE N/A • FULL GAME FEATURES *THIS IS IT!*

ROLL, ROLL, ROLL YOUR SPHERE

 The concept behind *Sphere* is simple. Hidden over the rolling hills (OK, the jagged dips and troughs) is a number of flagpoles. If you roll over a flagpole, you'll notice it shrinks in size – in effect, you've collected it. Once you've collected all the flagpoles on a map, you then progress to the next map (which you can select from the start screen).

There are a few things that make this more puzzling than simply rolling along admiring the undulations. First, there are enemy spheres that can shoot your orb as you investigate the terrain. It's not exactly like being trailed by an F-14 Tomcat but if you don't avoid them, they will kill you. One kill and it's game over.

Also, the flagpoles are usually hidden in obscure places, and if you take too long, they 'reset'. Meaning you have to start from scratch. ●

CONTROLS

D-Pad	Direction
Ⓐ	Fire
Ⓑ	Roll

CHALLENGE OPM

Play the demo, squish the champ...

THE CHALLENGE

It's simple but can be frustrating. 'Collect' all the flagpoles on map one in the quickest time you can.



It's a rollover: Get busy collecting those flagpoles



Net
Yaroze
Full game!

SPOILER ZONE
AVOID THE ENEMY TRUNDLING SPHERES

DON'T WASTE TIME
While you can shoot those enemy spheres trundling your way, there's no point really. Shooting them takes time, and all you need to do is avoid them. If you must kill the blighters, don't bother trying on uneven ground – it goes straight over 'em. In all, avoid them and concentrate on the flagpoles

PLAY! "Pacman enters the Night Of The Living Dead... possibly"



Net
Yaroze
Full game!

Haunted Maze

THE FACTS

GENRE PUZZLER • PROGRAMMER ED FEDERMEYER • CONTACT WWW.YAROZESCENE.CO.UK • SCORE N/A • FULL GAME FEATURES *THIS!*

"HE'S PAC-ING A ZOMBIE!"

 *Pacman* is an absolute classic game. It's had its fair share of clones and here comes another. Keeping to the winning formula, *Haunted Maze* is simple, clean, smooth and damn good fun into the bargain!

The basic idea of *Haunted Maze* is to enter a maze, collect all the icons, which in turn opens the exit door. Enter that door and you move on to the next level. The further you progress, the more difficult it becomes. How so? Well, there's zombies on each level and if they touch you, you lose a life. The more levels you unlock, the greater the number of zombies. Also, icons are put in more awkward places making it easier to be trapped by a zombie. All this makes your life progressively more difficult.

This is pure gaming fun and you should have a right old laugh trying to beat the challenge. ●

CONTROLS

D-Pad/Left Analogue	Movement
Ⓐ, Ⓛ	Camera

CHALLENGE OPM

Play the demo, corner the champ...

THE CHALLENGE

Play until it's game over and see how high a score you can get. Time isn't a factor but you'll get bonus points for quick times.



Ouch: Scott had problems fitting between the blocks

SPOILER ZONE
HOW TO REACH THE TRICKY PICK-UPS

ZOMBIE LEADER
You'll come across collectibles that are purposely put in dodgy areas – like at the far end of a cul-de-sac. If there are a lot of zombies and it looks impossible, get them to follow you and lead them away from the desired object. Staying in an open area, running around in circles usually attracts the undead... apparently.



A-Maze
Me!

Henry VIII

OPM CHAMP
Scott squeezed out a score of 34,900

CHALLENGE OPM
Play the demo, corner the champ...

THE PROOF
A photo of your high score, once you've died, would seem in order. Get snapping!

THE PRIZE
Whoaaaa, £50 of prizes are going to the zombie-beater with the highest score, and that includes a new PlayStation game.

Win!

Tickets to the
2002 Champions
League final!

Goal of the Month

Last chance to enter

CAN YOU HIT A BANJO WITH A COW'S ARSE - IN STYLE?

Good evening and welcome to the penultimate round of Goal Of The Month. Yes, the most popular competition since Throw The Welly Boot will shortly reach its thrilling finale. In *OPM84* we'll run our ninth and last GOTM, then in *OPM85* all nine previous winners of GOTM plus one wildcard will appear in Goal Of The Season. A panel of footie experts will be called in to judge which strike deserves the much coveted title. The winner will be sent off to see the Champions League final at Hampden Park on 15 Ma, courtesy of those kind people at Sony.

Yep, that's the UEFA Champions League final, the biggest game of the season in European football. If you want to be in with a shout of getting your mits on two tickets, we need you to send in a memory card filled with your finest goals, to reach *OPM* by Thursday 25 April. Go get that heifer...

GOAL ALAURENCE KIDD,
ESSEXVote
Now!09013
882246Van
Nistlerooy,
Lazio vs Lazio

The keeper makes a hash of the cross and the Ruud boounces, scissor-kicking the ball past the prone goalie.

GOAL CMIKAEL M HANSEN, NORWAY
Rivaldo, Liverpool vs Munich

Norwegian good! Another surprise inclusion in the Liverpool squad, Rivaldo nonchalantly volleys home from the edge of the area after a searching by-line cross.

Vote
Now!09013
882248**GOAL D**WAYNE D GIRT, WEST
DRAYTONBeckham, England
vs Ireland

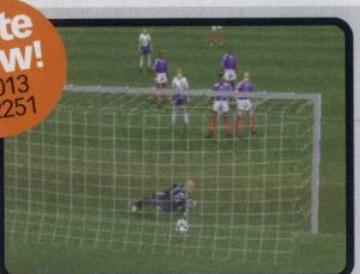
Remember that Beckham goal against Wimbledon from the first day of the 1996/97 season? Here it is recreated, a delicious spank from the edge of the centre circle.

Vote
Now!09013
882249**GOAL E**CHARLOTTE FRASER,
NORTHAMPTONVote
Now!09013
882250Owen, England vs
Ireland

Our first female entrant to GOTM scores a corker. Owen's pace takes him past the last defender and he calmly loops it into the net.

**GOAL F**DUNCAN FOX, LIVERPOOL
Scholes, England vs FranceVote
Now!09013
882251

A well worked free kick. Shearer meets the ball as it's floated into the area, nodding it down to Scholes who takes it on the volley while the defence make like statues.

**GOAL G**CALUM ENTWISTLE, GLASGOW
Bolatta, Valencia vs Borussia
DortmundVote
Now!09013
882252

A cheeky chip from the minor star of the Master League puts Glasgow's Calum in with a shout of nabbing those Champion's League final tickets.

**GOAL H**IAN HENRY, AYRSHIRE
Ronaldo, Brazil vs N. IrelandVote
Now!09013
882253

This can't be good for your internal organs. Ronnie twists his body around to meet the corner with athleticism worthy of a contortionist – the ball flies gracefully into the net.

**GOAL I**JORDAN DAY,
BOURNEMOUTHVote
Now!09013
882254

Harry K performs a bicycle kick so straight you could ride him in the Tour De France. Spectacular stuff from the Leeds front man.

GOAL J
STEVE HILL, DUNDEE
Kluivert, Roma vs PSVVote
Now!09013
882255

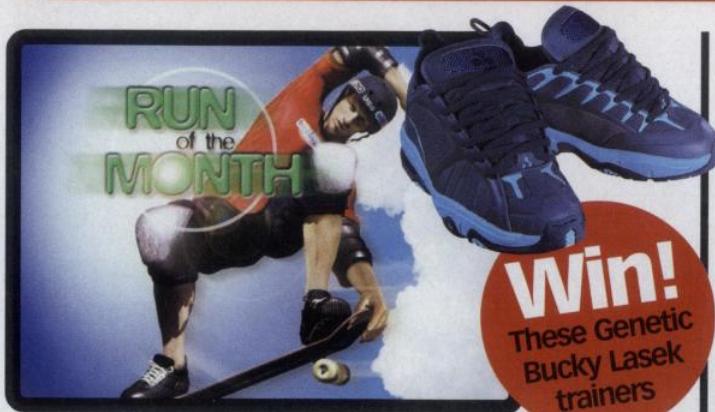
He netted against England in the Amsterdam friendly this Feb, and here he is again making the keeper look a prize plonker, shimmying well before slotting home.

GOTM WINNER FOR GOTM81

Our closest battle yet was won by a whisker by G Fitzpatrick from Manchester. He goes into our Goal Of The Season draw coming soon.

NOW IT'S YOUR TURN TO PUT THE BOOT IN

If you think you can do better, save your moments of glory on a memory card (or video if the game doesn't have a save replay option) and send it to the usual address marked GOTM. Please include a photo of yourself and a SAE for the return of your stuff.

**DISC INFERNO****Downloads & Run Of The Month****FROM TRICKLING STREAMS...**

→ By the time the stuff going on the *OPM83* demo disc had to be shipped off to the disc-making pixies, we'd only had a few ROTM entries. Strange, we thought. Two weeks later and we can't move for memory cards containing the gnarliest displays a games mag ever did see. That's more like it!

On the demo disc this month you'll find a pair of corking runs. First up is our winner Carl Carradice, with a fine show of two-wheeled trickery in *Mat Hoffman's Pro BMX*. Carl bags himself a pair of Bucky Lasek's trainers. Following right behind is Sean Gardiner, who bogs it up in *Tony Hawk's 2* and earns himself some Activision goodies. Well done the both of you. Next month the competition promises to be a little stiffer but keep the memory cards coming in...

1/ TECHNICAL MERIT

Perfect landings, flawless and inventive trick linkage – do your worst

2/ ARTISTIC FLAIR

Jaw-dropping examples of exquisite trickery

3/ PURE SKILL

Astound us with your phenomenal combos

4/ DOWNRIGHT GUMPTION

Demonstrate your gnarliness with acts of death-defying mentalness.

**WHAT TO SEND**

Fill in the form below and send it with a memory card with your saved run, a SAE so we can return it to you and a photograph of yourself.

**RUN OF THE MONTH**

Mirra, Mirra on the wall, who's the gnarliest of them all? **ME!**

Name:

Tel:

E-mail:

My run is from:

I am Captain Gnarly because...

SEND THIS FORM TO: RUN OF THE MONTH...

OFFICIAL PLAYSTATION MAGAZINE, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH, BA1 2BW

Download**APE ESCAPE**

Quit monkeying around and take a trip straight to Specter Land – 85% of this brilliant platformer unlocked!

**BROKEN SWORD 2**

This quirky oriental adventure sliced up to the Pyramid Heart level

**COLONY WARS**

Open up all the levels, movies and ships for this wicked strategy-based shoot 'em up

**READY 2 RUMBLE**

Ding ding! Pile into the ring with loads of cash and a choice of 11 unlocked boxers

HOW TO USE OUR DOWNLOADS

Stick a blank memory card in your PS1 (warning! Other game saves may be lost) and pop in our demo CD. Select Downloader, then the save you want by pressing \times and it'll be stored on your memory card. Now use these cheats on the full copies of your games.

**RESIDENT EVIL 2**

Transport yourself straight to the fourth Survivor level with the full game complete

Next Month**Alex Ferguson's Player Manager 2002**

The man himself has signed with Manchester Utd for another three years, you can sign up to our demo and try your hand at leading a team to Premiership glory!

**Sven's World Cup Challenge**

Sample Sven's footie sim and rewrite history, playing England vs Argentina in the '98 World Cup

Metal Slug X

Revealed! Take a peek at the whack-assed shooter that you'll soon be gagging to play

PLUS!

● Goal Of The Month ● Run Of The Month ● Loads more demos and videos

PlayStation Magazine

champions League

STAND ASIDE FRANKENSTEIN AND MOVE OVER MIKE AND SULLY, THERE'S A NEW MONSTER IN TOWN

LEAGUE RULES

Complete the demo disc challenges according to the guidelines laid down for each game. You must provide legible photographic or video evidence along with your completed entry form. Enter as many challenges as you like. Do not use cheat codes. We can spot them a mile off.

HOW TO GET EVIDENCE

Taking photographs

Point your camera at the screen and shoot! For best results, switch off the flash, draw the curtains, and use a fast film (eg 200 or 400 ASA).

Taking video

1. Take the lead that connects your PS1 to your TV and plug it into the 'Signal In' socket on the back of your VCR.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your PlayStation.
4. Find a spare channel on the video's tuning mechanism and look for the PlayStation signal. Save the setting.
5. Complete the challenge, making sure you include the 'result' screen.
6. Pop in a tape and press 'record'.
7. For timed challenges, capture the entire feat on video as evidence.
8. Rewind the tape. This is important.
9. Stick your scores/times on the front of the video before you send it in.



Mike and Sully, the scaretastic stars of *Monsters, Inc* may have taken their place in film and videogame history already, but what of the next frightful creation to arise from the depths of a twisted imagination? Hundreds of

you answered the demo challenge call to draw your own despicable monster and although all of them were brilliant, sadly there can be only one winner. After careful consideration, we decided that Joe McCarron's glittery, feathery, many-eyed beast called

WHAT TO DO

Each demo on our game disc comes with a lip-quivering OPM challenge. You'll find these in the disc pages starting on page 81. Crack the challenge, record your feat (as explained in the Rules, left) then fill out the form below and send it in. Easy.



WHAT YOU WIN

Top players will be immortalised in our Hall Of Fame. Celebrity dating and paparazzi punch-ups are some of the possible side-effects of your prowess. Each League Champion receives a special prize, or prizes to mark their gaming genius. What's more, you'll go down in gaming folklore as one of the greatest gamers in history.



OPM CHAMPIONS LEAGUE ENTRY FORM

My score/time is so good I'm entering it into the OPM Champions League. I have played the following demos, and include proof of my skills:

- Rayman Rush
- Alfred Chicken
- Alone In The Dark
- Mr Driller
- Rollcage Stage II
- Total Soccer
- Metal Gear Solid: SM
- Sphere
- Star Trek: Invasion!
- Haunted Maze
- Muppet RaceMania

Name _____

Address _____

Telephone _____

E-mail _____

TAUNT

Send this form (or a photocopy), along with proof of your achievement, to OPM Champions League, OPM, 30 Monmouth Street, Bath, BA1 2BW. Label your evidence with your name and score. Enclose SAE for return.

B was the creature most likely to keep us awake in the small hours of the morning. So very well done Joe, we're sure Pixar will be in touch soon.

In other less nerve-jangling sections of Champions League, Tony Dunster puts his face on the King Demo placard after two first-rate performances in *Destruction Derby Raw* and *Rayman 2*. Stewart Allan also clocked two wins and David Beresford keeps the ball rolling with an exceptional score in *Coolboarders 4*. We've tons of cracking prizes to give away again with this month's challenges so boot up that disc and get playing.



King Demo

All hail the month's mightiest gamer

Tony Dunster, Charlton

Charlton Athletic are currently hitting mid-table respectability in The Premiership and Tony Dunster proves there's plenty of that competitive spirit rubbing off in South East London. Just a shame he's a West Ham fan. Seriously though, this ain't about football, it's about being bloody good at videogames and Tony has proven himself worthy of OPM's ultimate accolade with two resounding victories in *Rayman* and *DDR*. Spot on mate.

Hi-Score Hero

Best single demo performance

David Beresford, Kidwelly

David has claimed King Demo no fewer than five times, but we don't think he's ever been Hi-Score Hero. However, with an amazing result in the *Coolboarders 4* challenge, we have to name him as da man with the hi-scoring plan.



Taunt Board

Send 'em in and scare us stiff

"Sure I'm a girl, sure I'm a Rayman fan. I'm proud of it so shut it. Try to outrun me if you like"

Stacey Wheeler
Romford

"Move over Satan, I'm coming through"

Nicole Watson
Nottingham

"Get a shovel and dig your graves cos you ain't got much"

William Haigh
Ipswich

"All you other readers crawl back to the sewers you came from"

Graeme "making friends" Hall
Turriff

"A washing machine could beat your score! Sucka!"

Simon Calver
Norwich

"Eazy-Peasy-Lemon-Squeazy"

Sam Greaves
Par

"Better get the plasters out cos I know you're all wounded that I'm the best"

Stewart Dowler
Bromsgrove

MONSTERS, INC – SCARIEST MONSTER

WINNER! JOE MCCARRON, GILLINGHAM

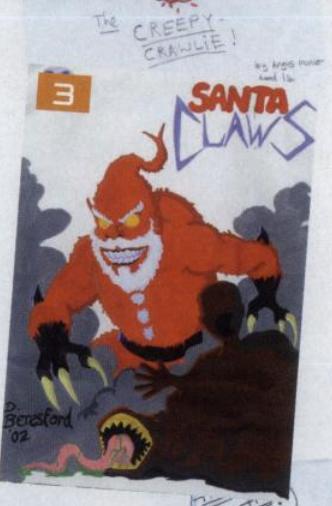
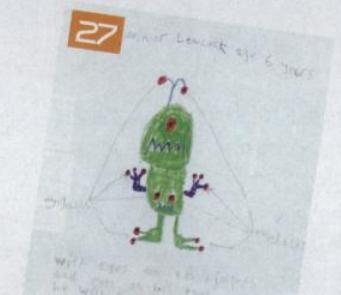
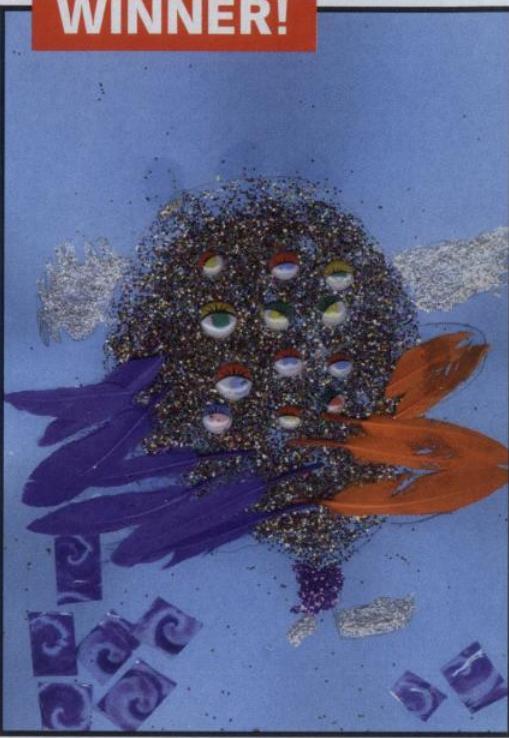


Meet "B", the 12-eyed, spine-chilling creation of five-year-old Joe McCarron. B comes out at the witching hour to stalk the towns of south-east England, scaring the pants off milkmen and night-shift workers and surprising them with a ferocious Glitter Attack. People of the Medway, be afraid, be very afraid.

Many thanks to all the people who sent in their monster pictures, some of which are shown here (in no particular order)

- 1 Jordan Wallcer, Birmingham
- 2 Joshua Geary, Mitcham
- 3 David Beresford, Kidwelly
- 4 Jack Telford, Leamington Spa
- 5 Dylan Forsyth, Aberdeen
- 6 Adam Johns-Humphreys, Rutin
- 7 Connor Heeley, Stalybridge
- 8 Angus Munro, Stalybridge
- 9 Nicole Watson, Nottingham
- 10 Tilo Hall, Norwich
- 11 Connor Hillary, Southampton
- 12 Tyler Bailey, Tyne-On-Wear
- 13 Benjamin Willard, Hastings
- 14 Christopher Lawler, Haverford West
- 15 Curt, Welling Garden City
- 16 Edward Keirle, Sherborne
- 17 Martin Hider, Camberwell
- 18 Matthew Stewart-Tribe, Bath
- 19 James Harrison
- 20 Ruslan Khazarov, Brighton
- 21 Callum Pepper, Littleborough
- 22 James Mallon
- 23 Chris Green, Doncaster
- 24 Neil Owen, Wolverhampton
- 25 Natalie Shakespeare, Dudley
- 26 Angus Munro, Crieff
- 27 Connor Leacock
- 28 William Haigh, Ipswich
- 29 Mathew Stewart-Tribe, Bath
- 30 Joe Thomas, Malvern

WINNER!



CREATURES

FASTEST TIME



1. Stewart J Allan

Stockport
Time: 41:12

A cruel, cruel man is Stewart J. We asked you to torture the poor little Creature called Adam and the Stockport sadist relished in the challenge, causing Adam to scream and wail faster than anyone else.

2.	42:19	Bobby Field	Tring
3.	43:19	David Beresford	Kidwelly
4.	44:36	Christopher Murton	Cardiff
5.	44:48	Des Fielding	Bristol
6.	44:87	Gavin Rogers	S.Devon

ROLLCAGE

FASTEST TIME



1. Stewart J Allan

Stockport
Time: 40.83

Stewart J, one time King Demo and hardened Champions League veteran brings it home on the Rollcage demo with a tyre-shredding time of 40 seconds. Congratulations Stewart, we await next month's entry with the usual baited breath.

2.	43:01	Charlotte Fraser	Northampton
3.	50:76	Tom Kilby	Surrey
4.	53:25	Stewart Dowler	Bromsgrove
5.	54:67	Jeremy Osbourne	Leicester

RAYMAN 2

FASTEST TIME

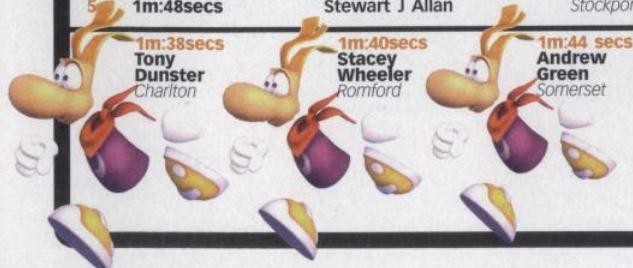


1. Tony Dunster

Charlton
Time: 1min:38secs

Nicking the Rayman 2 challenge from Stacey Wheeler by a mere two seconds, Tony lands himself a special OPM carrier bag full of game-related goodness and a copy of Rayman Rush when it's released.

2.	1m:40secs	Stacey Wheeler	Romford
3.	1m:44secs	Andrew Green	Somerset
4.	1m:45secs	David Beresford	Kidwelly
5.	1m:48secs	Stewart J Allan	Stockport



COOLBOARDERS 4

HIGHEST SCORE



1. David Beresford

Kidwelly
Score: 39,775

The five-times King Demo shows his icy resolve on the slopes to snatch the supreme snowboarder title with quite incredible pointage that's some seven times better than Nick Ellis' pathetic Demo Challenge score. Well done, David.

2.	35,239	Ruslan Zakharov	Brighton
3.	32,627	Stewart J Allan	Stockport
4.	30,021	Adam Hutchings	Ipswich
5.	29,047	David Maule	Chester-Le-Street
6.	24,333	Thomas Hepworth	Co Galway
7.	23,357	Andrew Green	Somerset
8.	21,825	Luke Clifton	Rushden
9.	20,416	Max Tweedle	Ripon
10.	19,142	Stewart Dowler	Bromsgrove
11.	16,859	James Harrison	Hook
12.	15,725	Tom Francis	Sidmouth
13.	14,468	Bobby Field	Tring
14.	13,880	Matthew Baker	Croydon
15.	13,228	Mark Digby	Leigh-On-Sea
16.	13,206	Edward Wragg	Sudbury
17.	11,600	Connor Heeley	Stalybridge
18.	10,229	Simon Calver	Norwich
19.	10,134	Tim Rudd	Penzance
20.	8,853	Jack Hudson	Ewell



VIB RIBBON

BEST PICTURE



1. Grant Forsyth

Address lost

For his superb Ribbon-esque portrayal of The Daddy, we award Grant honorary membership of the OPM art department and a £50 bag of gaming goodies. Grant, we've lost your number (because Nick's a cretin) so get in touch at the usual address to claim your prize.

Gob of the Month

For services to sound argument

"That Al Bickham looks like a garden gnome on laxatives – I'd beat him any day"

Angus Munro
Crieff

Scroll Of Honour

Your All-Time High Scores

WORLD'S SCARIEST POLICE CHASES

1m:05secs Jason Foxton (Hull)/Peter Lewis (Mid-Glamorgan)

GRAN TURISMO 2

1m:41.09secs Paul Thorp (Norfolk)

SPIDER-MAN 2

6m:55secs David Beresford (Kidwelly)

X-MEN: MUTANT ACADEMY 2

95secs left David Beresford (Kidwelly)

WIPEOUT 3

1m:36.36secs John Keighley Bray (Stockport)

SPYRO: YEAR OF THE DRAGON

1m:55.44secs David Beresford (Kidwelly)

CRASH BASH

579 David Beresford (Kidwelly)

WWF SMACKDOWN

13secs Ben Adams (Fife)

ISS PRO EVOLUTION 2

24:0 Andrew Moss (Herts)

FORMULA ONE 2001

1.719secs Gareth Timms (Warwickshire)

WORMS ARMAGEDDON

2m:28secs John Keighley-Bray (Cheshire)

SYPHON FILTER 2

1m:40secs Euan Guerts (Falkirk)

TONY HAWK'S PRO SKATER

77,324 Luke Davies (Crawley)

POINT BLANK 2

20,665 David Beresford (Kidwelly)

ACTUA GOLF 2

365yds Stewart Alien (Stockport)

V-RALLY 2

1m:38.37secs Joseph King (Lancaster)

FIFA 2002

9-0 Joseph King (Lancaster)

GUNFIGHTER (MAIN GAME)

19,900 David Beresford (Kidwelly)

BOMBERMAN WORLD

David Beresford (Kidwelly)

CRASH TEAM RACING

1min:47.72secs IAN URQUHART (Aberdeenshire)



COMPOS
Springfield Comes To You!

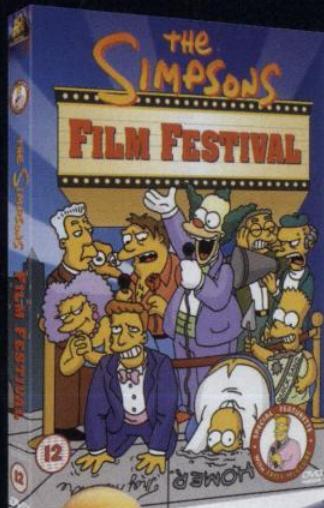
Win!

An enormous stash of *The Simpsons* goodies **PLUS!** a TV and DVD player



Hi! This is OPM. You may remember us from such composts as Garbage Truck: Win it And Bin It, or Patty & Selma – The Double Date To Cry For. This month you could win a fan-diddly-tastic heap of prizes as we rejoice in the release of a new DVD and video collection from 20th Century Fox Home Entertainment, *The Simpsons Film Festival*.

Not only do we have a swanky JVC Widescreen TV, DVD player and a copy of *The Simpsons Film Festival* to give away to one winner, courtesy of Halsall, they'll also get an inflatable Homer chair, a Bart skateboard, helmet, pads and bag. And Vivid Imaginations has supplied us with a pair of Bart and Homer figurines too! Four runners up'll receive all the Halsall merchandise listed above, PLUS a copy of *Film Festival*, PLUS the Bart and Homer figures. Aye Carumba!



THE SIMPSONS FILM FESTIVAL

DVD collection is released on 1 April priced £16 and features four movie-inspired episodes of the world's favourite TV show that have never before been seen on terrestrial TV. Wick or what?



HALSALL

ALL TOYS DONATED BY
DAVID HALSALL
INTERNATIONAL
LIMITED

To enter the competition, just answer the following question and call 09013 882265 between 22/03/02 and 18/04/02.

Q. What's the name of the principal at Bart and Lisa's elementary school?

1. Seymour Skinner
2. Mel Gibson
3. Barney Gumble

Calls cost 25p (less than the price of a stamp). Check with the bill-payer before you call. All calls must be made between 22/03/02 and 18/04/02.



FIGURES

There are eight *The Simpsons* character figures from Vivid Imaginations available to buy at £5 per figure.

The Rules

No purchase of OPM is necessary. No correspondence will be entered into. No employees of Future Publishing, Halsall, Vivid Imaginations, 20th Century Fox Home Entertainment or affiliated companies may enter. There's no cash alternative to the prize. Cheating will lead to disqualification.

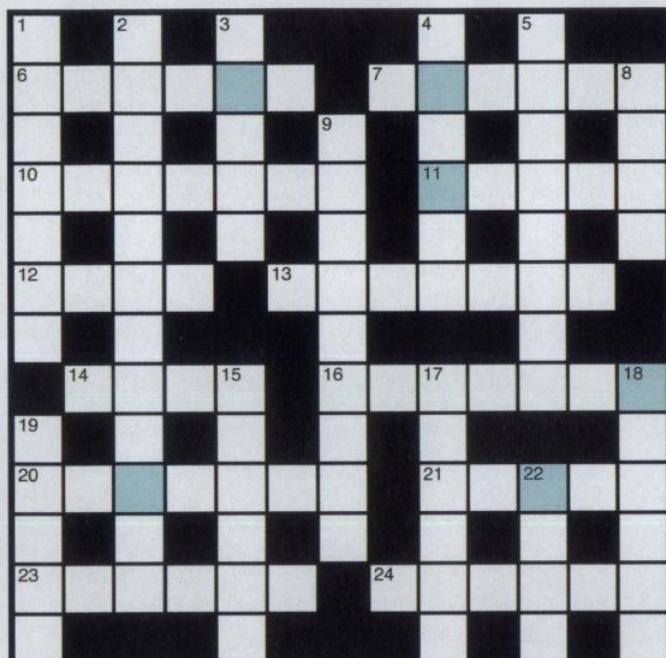
Calls must be made between 22/03/02 and 18/04/02. The editor's decision is final.

CROSSWORD

At last! It's your chance to use that PlayStation-brain knowledge to win £200 worth of goodies from Infogrames. Work out the prize word (see below) and call **09013 882269** between 22/03/02 and 18/04/02 with the correct number.

After completing the crossword rearrange the letters from the six shaded squares to spell out the prize word.

Is it **1. Gundam** **2. Madden** or **3. Mutant**?



CLUES ACROSS

- 6 **_ Race**, third PS1 game in the series starring Globox, Tilly and co (6)
- 7 **Namco _**, five volume retro games collection (6)
- 10 **Gran _ 2**, top racing sequel (7)
- 11 PlayStation skateboarding 'Session' (5)
- 12 & 17 down **Mary- _ And _**: *Crush Course*, girlie PlayStation game (4,6)
- 13 One of the men in black from any footie sim (7)
- 14 'Incredible' old PS1 adventure based on Dr David Banner's monstrous alter ego (4)
- 16 The ghostly Menace of *Star Wars* notoriety (7)
- 20 & 21 across Excellent Nazi-blasting shoot 'em up (5,2,5)
- 21 See 20 across
- 23 Mini display add-on for the PSone (6)
- 24 Scrolling beat 'em up with Urban Fighters (6)

CLUES DOWN

- 1 **The Wayne** who put his name to *3D Hockey '98* (7)
- 2 Enjoyable speedboat racing arcade conversion (5,7)
- 3 She dukes it out in the *Dukes Of Hazzard* sequel (5)
- 4 **_ Book Groove Party**, dancing game (6)
- 5 **_ Evil**, chilling zombie-battling series set in Raccoon City (8)
- 8 Selectable style of gameplay – arcade or simulation perhaps (4)
- 9 **_ Girls: Chemical X-Traction**, average cartoon fighter (9)
- 15 **_ Loop**, assassin from a *Wipeout* clone? (6)
- 17 See 12 across
- 18 Smoking item from *Broken Sword II* (6)
- 19 **_ Court Tennis**, the Anna Kournikova endorsed sports sim (5)
- 22 **Discworld _**, atmospheric adventure (4)

CARS AND STRIPES



To celebrate the release of *USA Racer* (see page 38 for the review), Koch Media has given us this star-spangled custom PSone to give away to one lucky reader. The winner will also bag a copy of the game, as will three runners up. Answer the following question and call **09013 882266** between 22/03/02 and 18/04/02.

Q. Which of these is a famous American race meeting?

1. The Indianapolis 500
2. The Chicago 180
3. The New York 3000

Compo
Winners

Alex Turner from Swindon is the very lucky winner of all the Beckham goodies we gave away in *OPM80*. He wins a signed Beckham Manchester Utd shirt, a pair of Beckham's Adidas Predator footie boots, an England video and a copy of the *David Beckham Soccer* videogame.

The lucky winner of our Airwalk compo in *OPM80* is Amanda Collins from Upminster, the two runners up are Reece Foley from Portsmouth and Robert Kelly from Rayleigh. More compo winners next month.

COMPO RULES

No purchase is necessary. The editor's decision is final. No correspondence will be entered into. No employees of Future Publishing or companies involved in the competitions can enter. There is no cash alternative to prizes. Calls must be made between 22/03/02 and 18/04/02. All standard competition rules apply. Don't come crying to us if you don't win!

STAR WARS
TALES VOL 1

To mark the release of *Star Wars Tales Vol 1*, publisher of distinction Titan Books has donated a massive stash of graphic novels for us to give away. *SWT*, penned by some of the hottest comic writers around, features a host of characters from that galaxy far, far away in escapades from *Star Wars* episodes 1 to 6. For our winner we've got a big pile of graphic novels (including *SWT*), plus there are ten copies of *Star Wars Tales* for the runners up. To be in with a chance of winning, just answer this simple question and call **09013 882267** between 22/03/02 and 18/04/02.

Q. What is the subtitle of *Star Wars Episode II*?

1. *Attack Of The Clones*
2. *The Lost Starfighter*
3. *The Road To Hoth*

Calls cost 25p (less than a stamp). Check with bill payer before calling

LAY THE
SMACKDOWN

Fancy getting your mitts on a hoard of *WWF SmackDown!* gear?

Not only do we have a Backstage Mayhem playset, a Wrestling Ring and two *WWF* action figures but also a copy of the superb *WWF SmackDown!* videogame and T-Shirt, both signed by wrestle-babe Lita. Call **09013 882268** between 22/03/02 and 18/04/02 with the answer to the following eeyo peeyo question.

Q. Which of these is the correct name of a well known WWF wrestler?

1. Pot Plant Pete
2. Shrubbery Steve
3. Cactus Jack

Calls cost 25p. Check with bill payer before calling



...continued from page 11

WHAT WOULD
YOU do?

B Option selected



You know the Burning Fist is unblockable but you CAN reverse it and as you're playing as Nina, it's the smart move. Before you know it, Paul's on the floor with Nina bent over him, popping his elbow out of joint. Yep, that smarts.

You Win!

PlayStation®2

IT'S OUT THERE...

VIRTUA FIGHTER 4

WHEN APRIL WHO SONY WHERE WWW.SCEE.COM

PREVIEW The legendary Sega fighter gets in the face of beat 'em up pretenders

→ Successive generations of *Street Fighter* and *Tekken* have left many gamers immune to the charms of beat 'em ups. Beating the living daylights out of people was starting to lose its appeal. *Virtua Fighter 4* is set to change all that.

For uninitiated, the controls are pared down to a simple three-button interface: punch, kick and block. From this narrow base flows an enormous, incredibly adaptable range of attacks, blocks, throws and combos. Each character has loads of moves, but as you get better, the game expands with you, revealing new techniques and allowing you to create your own combos.

VF4 retains the ring-out system of earlier incarnations, enabling you to win by kicking, punching or throwing your opponent from the fighting area. This creates an intense kind of combat, but also one where each move has to be carefully timed and perfectly executed.

There's a huge selection of game modes and customising options – making it something of a kung fu *Gran Turismo*. Along with arcade and



"Hi there! I'm Akira and I'm going to smack you one in the face"

"A kung fu Gran Turismo"

vs, you get AI which effectively lets you create your own fighter and combos, then test them against other computer-controlled pugilists. Then there's the kumite mode which works like a standard survival mode (you face fighter after fighter until you drop, with the addition of some surprise extras). Finally, you'll find a pretty exhaustive training mode.

What will draw the majority of gamers to *Virtua Fighter 4* are the astonishing visuals. Each stage is a decadent visual orgy. Check out the perfectly constructed pagodas, flocks of birds circling above and sunlight streaming into the arena. It's difficult to keep your eyes on the action.

In case you're wondering what they're all scrapping for, the *Virtua Fighter* games are based around the World Fighting Tournament, a bloody no-holds barred combat event overseen by a shadowy corporation. As with *Tekken* each character has a backstory that explains their



Thwack! The game's aiming to get as close as possible to real fighting styles



Coining it: *VF4* has already been a huge hit in the arcades

motivations, which usually involve grudges against other competitors or against the show organisers themselves. There are also some great character movies – it's comic book fluff that you can take or leave.

Mystery still surrounds the intricacies of the AI and kumite modes and the extras that may be uncovered therein. We do, however, get the feeling that this'll take time. *VF4* never scrimps on the collateral detail, the stuff that keeps cropping up after months of play. If *Virtua Fighter 4* can't lead players back into a life of violence, nothing can. ®

Plus Points

■ Eye-popping Each level offers such richly animated visuals they'll make your eyes burst. Almost.

■ Old flame What better reason to reacquaint yourself with beat 'em ups? Grr.

■ Mode 'em up Arcade, vs, AI, kumite, training... there's so much to tinker with you'll be in heaven!





Clone ranger:
Another Star
Wars blast on
the scanners

FEEL THE FORCE

WHEN MARCH WHO LucasArts WHERE www.lucasarts.com

NEWS Star Wars: Jedi Starfighter poised to land well ahead of Episode II

→ With *Star Wars: Episode II – Attack Of The Clones* poised for an invasion of cinemas in May, LucasArts is putting the finishing touches to *Star Wars: Jedi Starfighter*.

This sequel to the original deep-space shooter is due at the end of March. It promises 15 new missions, split-screen cooperative action and faster Force-assisted gameplay. It'll also give an early heads-up on the locations and storyline from *Episode II*.

Set ten years after the first game, *Jedi Starfighter* follows top Jedi Adi Gallia piloting the Republic's new Jedi Starfighter as he

becomes embroiled in events that run concurrently with the *Episode II* story. There are ten secret missions to unlock and extra bonus vehicles. But the biggest improvement is the addition of special Jedi Force powers.

"One of the main goals that we had for *Jedi Starfighter* was to increase the number of weapons that the player had," explains designer Tim Longo. "So each of the buttons on the D-pad corresponds to a weapon. When you fly the Havoc, you have bombs, cruise missiles, cluster missiles and proximity mines. In the Starfighter, the buttons also correspond to your [magical] Jedi powers." **→**



Future Shock

- ETA APRIL**
 - ANTZ RACING Empire
 - BLOOD OMEN 2 Eidos
 - FIFA WORLD CUP 2002 Electronic Arts
 - JIMMY NEUTRON: BOY GENIUS THQ
 - LMA MANAGER 2002 Codemasters
 - MIKE TYSON HEAVYWEIGHT BOXING Codemasters
 - SEGA SPORTS TENNIS 2K2 Sony
 - SOLDIER OF FORTUNE: GOLD Codemasters
 - STAR TREK: VOYAGER ELITE FORCE Codemasters
 - SVEN-GÖRAN ERIKSSON'S WORLD CUP CHALLENGE 3DO
 - SVEN-GÖRAN ERIKSSON'S WORLD CUP MANAGER 3DO
- MAY**
 - APE ESCAPE 2 Sony
 - COMMANDOS 2: MEN OF COURAGE Eidos
 - CONFLICT: DESERT STORM SCI
 - FORMULA 1 2002 Sony
 - NEED FOR SPEED HOT PURSUIT 2 Electronic Arts
 - SPACE CHANNEL 5 2 Sega
 - SPIDER-MAN THE MOVIE Activision
 - STUNTMAN Infogrames
 - THE TERMINATOR Infogrames
 - YANNA CABALLISTA: CITY SKATER TBC
- JUNE**
 - BARBARIAN Virgin Interactive
 - FIREBLADE Midway
 - LEGION: LEGEND OF EXCALIBUR Midway



Profile

Ace combat: Namco's tennis sim arrives in time for Wimbledon

PLAYER SIDE
NATIONALITY: SWISS
BIRTHDATE: 9/30/80
HEIGHT: 1.7m
WEIGHT: 59.1kg
PLAYS: RIGHT-HANDED
M.HINGIS

SMASH COURT TENNIS

WHEN JUNE WHO SONY
WHERE WWW.SCEE.COM

PREVIEW Sony serves up a smash hit tennis sim



Smash Court Tennis: Pro Tournament is the rather wordy title of the first real contender for the best tennis game on PlayStation 2 – its only opponent being the disappointing and completely incomparable *Centre Court: Hard Hitter* from Midas.

With a selection of modes including arcade, pro tournament, exhibition and training, it's the multiplayer option that has already grabbed our attention and threatens to claim too much of our time. With a multitap, up to four players can take part in a doubles game, with the added bonus of being able to mix male and female competitors in the same matches from a collection of licensed players that includes Anna Kournikova, Monica Seles, Pat Rafter and Mr Hairy himself, Pete Sampras. All are superbly animated with each player displaying representative on-screen characteristics such as service, or stance, with instantly recognisable facial likenesses.

Smash Court's simple but effective controls give the impression that you are in total control of the type and direction of your shot, be it a low return down the line, a speedy ace hit right down the middle or a lethal super shot. It is this element that will keep you returning for more to improve your game. **→**



STOP PRESS

...A SLAVE FOR PS2

WHEN APRIL WHO THQ WHERE www.thq.co.uk

FIRST PLAY Next-gen virgin Britney hits PlayStation 2

→ When publisher THQ announced last year that it had plans to make a Britney Spears game, hopes weren't exactly high. We're big enough to admit we were wrong, and we were wrong because *Britney's Dance Beat* looks – and plays – just great.

Ostensibly a Bemani dancing game, THQ has entrusted Japanese developer Enix to bring the Lolitaesque popstress to PS2. It's a great move given Enix created cult dancing game *Bust-A-Groove*.

The game puts you in

the role of one of Britney's dancer mates who must go through various 'dance off' auditions to win the right to accompany Ms Spears on stage. Pull the right moves to the likes of *Baby One More Time*, *I'm A Slave 4 U* and *Overprotected* and you'll open up video clips, backstage footage and exclusive songs only to be released in *Britney's Dance Beat*.

Britney looks great – if not exactly virginal – but you don't get to play as her, unless she's a bonus character to unlock... **→**



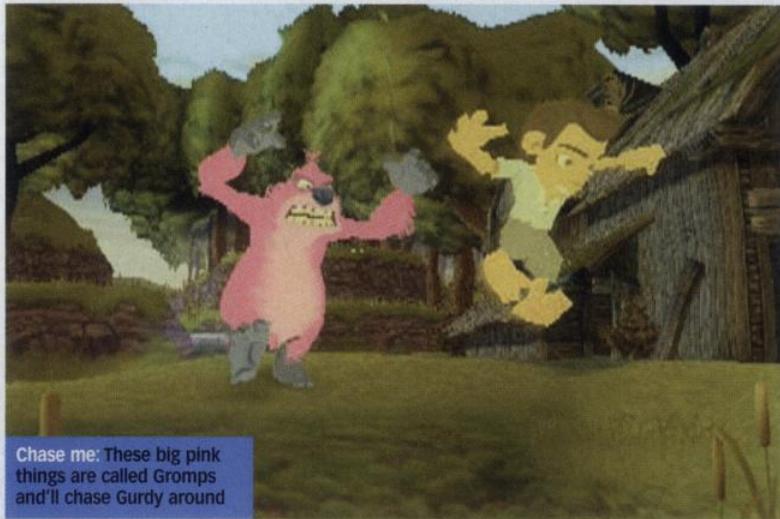
Ms Spheres:
Britney gets
'em out for
PlayStation 2



HERDY GERDY

Better than *One Man And His Dog*, it's *One Boy And His Herding Stick*

THE FACTS OUT NOW ■ PRICE £45 ■ PUBLISHER EIDOS ■ TEL 020 8636 3000



Chase me: These big pink things are called Grumps and they'll chase Gurdy around

Beyond beyond, left of right and just up from down, there is a magical isle of Disneyesque prettiness. This cute, fairytale setting describes the vast and varied world of *Herdy Gerdy*, the much-anticipated new (and Lara-free) game from Core Design.

Your task is straightforward – reach the herding tournament, defeat Sadorf and win back the First Acorn. In game terms, this lengthy quest translates to over 36 levels of object collection and animal herding (yes, herding).

Each level has a certain number of animals (Bleeps, Honks, Grimps, Doops, Blurps and Grumps) scattered across it

and these must be herded into their specific animal pens. On most of the levels, however, you only need to herd a percentage of the total number of animals present to unlock new areas of the gameworld. And each new level opened brings you a step closer to reaching Tournament Island.

There are some problems – the erratic camera angle, the moments where you've no idea what you're doing, the ever so slightly repetitive gameplay and, perhaps, it's all a little too cute. But these are minor complaints.

When it comes down to it, *Herdy Gerdy* is unlike anything else around at the moment. It fuses high-quality visuals with a style of gaming that offers something unique. Packed with hidden extras, mini-puzzles and neat platform elements across varying terrains, all arranged in a refreshingly non-linear structure, one thing you definitely can't complain about in *Herdy Gerdy* is the lack of a challenge and the absence of gameplay. Get herding. ■

VERDICT

Official UK PlayStation Magazine

OVERALL

A game unlike any other. It has to be played to be believed



It's behind you!: Whoops too late!



ICO

Prepare your mind to be challenged and your heart to be broken

THE FACTS OUT NOW ■ PRICE £40 ■ PUBLISHER SONY ■ TEL 0207 859 5000

Warning: *Ico* is an intensely personal experience that'll take over your life. Within a day of playing you'll be absorbed beyond reach.

Playing as Ico, you are banished from your village to an eerie castle because you have an unsightly set of devil horns on your head. You soon break free and find the beautiful Princess Yorda in a hanging cage like a trapped bird. Your escape depends on



Save me!: Yorda is the most delicate, fragile being you'll ever meet in a game

you solving puzzles and engaging in increasingly more difficult battles against the Shadowmen, wispy apparitions in the form of spiders, demons and birds. The fights are made more exciting by the added pressure of protecting Yorda. Leave her in their clutches for too long and she'll be dragged off.

Cinematic to the last, *Ico* is blessed with the most touching final half hour you'll find, complete with a melancholic end. Tears might just enter the corners of your eye, they did ours. ■

VERDICT

Official UK PlayStation Magazine

OVERALL

A spellbinding revelation and a game to savour



EXCLUSIVE THIS MONTH...

Get to grips with our *Virtua Fighter 4* review and massive feature!



FOR MORE INFO ON PS2, CHECK OUT THE OFFICIAL UK PLAYSTATION 2 MAGAZINE. IN SHOPS **NOW**

REVIEWS

Virtua Fighter 4
Star Wars: Jedi
Starfighter
Dynasty Warriors 3
Tiger Woods PGA Tour
State Of Emergency
Vampire Night
And more...

ON THE DVD PLUS

Ico
Mike Tyson
Heavyweight Boxing
Vampire Night
And from the new
Platinum Range:
Dead Or Alive 2
Formula 1 2001

FIFA World Cup 2002
Endgame
TD Overdrive
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Onimusha 2

ISSUE 14 ON SALE MAR 22

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Emma Chalk of Limerick is our latest PlayStation 2 Winner!

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Logos

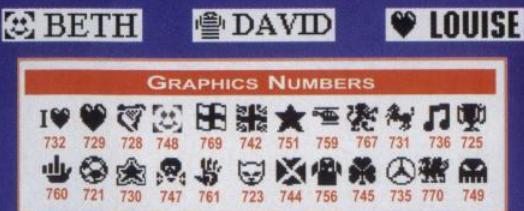


Logo Maker (Do It Yourself)

Just call - key it in - pick your graphic and it will usually be with you immediately!*

+ M-I-C-H-E-L-L-E =

1 Key in the Graphic number. 2 Key in your text



*May take up to 24hrs. Use any alpha-numeric telephone. Number of characters may be limited and fonts may vary.

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Calls cost £1.50 per minute / €1.90 per minute (Ireland). You must be 16 or over to use any of these services. Mobiles charges vary.

Services require a tone phone. Instant win competitions cost £5 and involve multiple choice questions and a game to decide the winner. If you do not wish us to use data to make

further offers see website. For rules or winners' names, see our web site or send a SAE to partymob.com, PO Box 28 Northampton NN1 5DS. Helpline: 0871 872 0404 (UK) 1850 928228 (Ireland). partymob.com is part of InfoMedia Services Limited

Ringtones

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A World Of Our Own - Westlife	111154	Seven Days - Craig David	111333
Different Point Of View - DB Boulevard	111162	Walking Away - Craig David	111334
True Love Never Dies - Flip And Fill	111165	Scream If You Wanna - Geri Halliwell	111338
Whenever Wherever - Shakira	111161	Al Or Nothing - O Town	111339
Addicted To Bass - Purotome	111163	Who Let The Dogs Out - Baha Men	111347
Always On Time - Ja Rule	111164	Jump - Destinys Child	111136
What About Us? - Brandy	111165	Pure Shores - All Saints	111156
Ever So Lonely - Jakatta	111167	Rock DJ - Robbie Williams	111158
To Get Down - Dima Maas	111168	American Pie - Madonna	111160
Moi, Lolita - Alizee	111160	No Good 4 Me - So Solid Crew	111168
A Mind Of Its Own - Victoria Beckham	111163	Take Me Home - Sophie Ellis Bextor	111174
Crazy Rap - Afrorman	111161		
Blow Your Whistle - DJ Alligator	111167		
Country Road - Hermes House Band	111171		
Can't Get You Out Of My Head - Kylie	111138		
More Than A Woman - Aaliyah	111126		
Hero - Enrique Iglesias	111164		
Get In The Middle - A1	111163		
Get The Party Started - Pink	111164		
Bad Intentions - Dr Dre	111120		
At The Movies - Alien Ant Farm	111164		
Murder On The - Sophie Ellis Bextor	111159		
Lovely - Bubba Sparxx	111164		
Caramel - City High feat Eve	111168		
B With Me - Mis-teq	111169		
Hey Baby - No Doubt	111150		
Do Wah Diddy - DJ Otzi	111164		
Bad Babysitter - Princess Superstar	111151		
I Think I Love You - Kaci	111163		
Am To Pm - Christina Milian	111165		
Gotta Get Through - Daniel Bedingfield	111154		
Because I Got - High Afroman	111145		
Hey Baby (Uhh, Ahh) - DJ Otzi	111146		
Haterz - So Solid Crew	111157		
You - S Club 7	111162		
Its Love - GoldTrix	111163		
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Catch - Kosheen	111158		
Handbags And Gladrags - Stereophonics	111159		
Lately - Samantha Mumba	111161		
Words Are Not Enough - Steps	111160		
They Don't Know - So Solid Crew	111159		
Crying At The Discotheque - Alcatraz	111156		
Got You - Pharaoh Monche	111157		
Smooth Criminal - Alien Ant Farm	111137		
Who Do You Love - RivalDanni Minogue	111154		
Have You Ever - S Club 7	111153		
You Are - Atomic Kitten	111154		
Resurrection - PPK	111150		
Rapture - iio	111491		
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What If - Kate Winslet	111155		
Bad Boy 4 Life - P Diddy	111139		
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Party Hard - Andrew WK	111161		
Hit Em Up - Blu Cantrell	111160		
In Too Deep - Sun 41	111159		
Paid My Dues - Anastacia	111155		
Outside - Staind	111151		
Free - Lighthouse Family	111154		
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Fallin - Alicia Keys	111151		
Don't Need The Sun To Shine - Gabrielle	111150		
Closer To Me - Five	111155		
Im A Slave 4 U - Britney Spears	111147		
You Got It Bad - Usher	111149		
In The End - Linkin Park	111149		
Flawless - The Ones	111148		
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First Date - Blink 182	111145		
Smash Something - Redman	111147		
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Push The Tempo - Fatboy Slim	111171		
Oh No - So Solid Crew	111149		
Fast Lip - Sun 41	111148		
Family Affair - Mary J Blige	111142		
Thinking It Over - Liberty	111141		

Hottest Tones

Evergreen - Will Young	111159	Always Come Back - Sam Mumba	111328
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If You Had My Love - J-Lo

Eternity - Robbie Williams

Perfect Gentleman - Wyclef Jean

Heaven Is A Halftime - OPM

Pop - Nsync

Let's Get Loud - J-Lo

Let Me Be Your... - Robbie Williams

Let's Dance - Five

Ain't It Funny - J-Lo

All Rise - Blue

Don't Stop Moving - S Club 7

Dancing In The Moonlight - Toploader

Someone To Call My - Janet Jackson

Breathless - The Corrs

Runaway - The Corrs

Beautiful Day - U2

Stuck In A Moment - U2

Babylon David Gray

Flying Without Wings - Westlife

If I Let You Go - Westlife

Ringtone Compatibility - Nokia: 3210, 3310, 3330, 5510, 61xx, 62xx, 8210, 8110, 88xx, 7110, and the 9110(i). Sagem: MC930, MC/MW932, MC936, MC/MW939, MC940, MC946, MC949 MC950, MC952, MC956 & MC959(r). Motorola: T250, V50, V100, V8088 & Timeport 260

Happy Days

Star Trek Next Generation

Jaws

ET

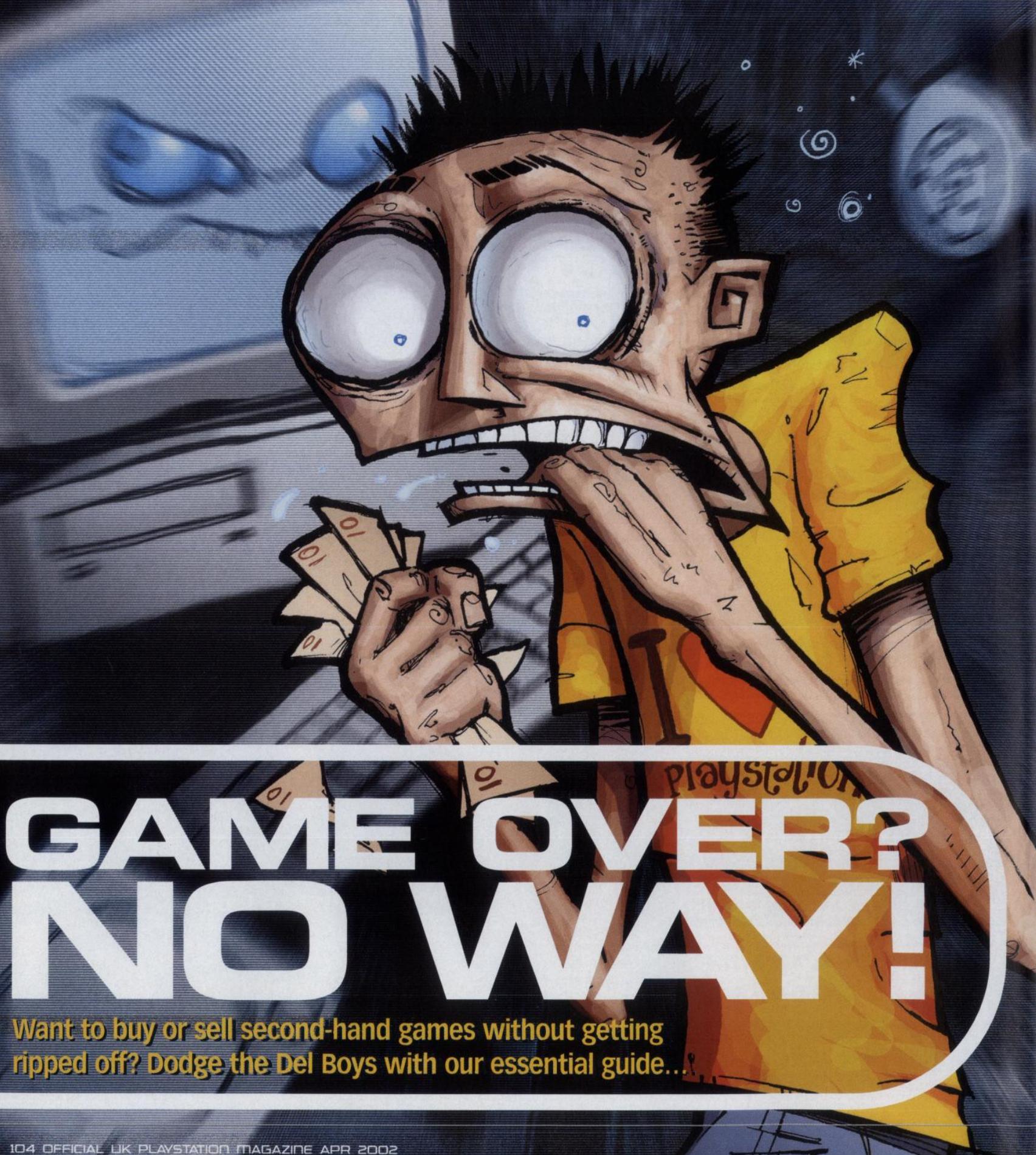
Binary Sunset - Star Wars

MC930



FEATURE

Game Over? No Way!



GAME OVER? NO WAY!

Want to buy or sell second-hand games without getting ripped off? Dodge the Del Boys with our essential guide...



Not only are PlayStation games expensive, especially those that are any cop, most games have a limited life span too.

Sooner or later you're going to squeeze every secret out of *Resident Evil 3* and fancy a new challenge. Or the new, super-updated version of your fave game will come out and you'll find you're still sat there with an ancient relic you'd be better off taking to the *Antiques Roadshow* than wasting your time trying to finish.

Alternatively, you might have seen a game in The Knowledge that you just can't find new. Whatever your reasoning, you've still got an old game you don't want and a nasty little hole in your trouser pocket. So you want to see if you can get a copy of your next game for slightly less. And that's when you start looking at the second-hand market.

While you might think that *Driver* is way better than *Driver 2*, there are many people who disagree. So there are many people only too happy to get rid of their old games for a knockdown price so they can afford the sequel. But how do you find these people? And how do you know the copy of the game they're selling is going to work? OPM is here to guide you around the pitfalls of the second-hand market, so you can get the games you want at the prices you're prepared to pay...

Words: Steve Faragher and Jon Palmer



Final Fantasy Tactics: You'll need some of the tactics on the following pages to find a copy of a game this old

COLLECTOR'S EDITIONS AND RARITIES

Avoid the NTSC pitfall when buying imports – is the edition UK-friendly?

There are many titles and special editions of games that are available in Japan or the US but not here in the UK. We want them all. And we want them at a good price. But we also want to make sure that they're going to work when we get them.

If you're buying an import, make sure you get the PAL version,

not the NTSC one, because NTSC (National Television Standards Committee) games will not work on UK PlayStations.

Make sure you explain carefully to the seller that you live in the UK and that you have a PAL PlayStation. That way you have grounds for complaint if they sell you the wrong version.

READERS' HORROR STORIES

It looks like we're too late to help some of our readers. Don't let it happen to you

IMPORT NIGHTMARE

My dad got me a copy of *Dragon Ball Z* for Christmas. I was well chuffed because I know it's not available here in Britain. Imagine how gutted I was when the game didn't work. I know it's not a counterfeit copy, so what happened to my *Dragon Ball*? And why won't it work on my PlayStation?

Paul Cook, Doncaster

It sounds like you've got an NTSC version, Paul. It would work in Japan, but not on your PAL PlayStation. There's nothing you can do except maybe try to get your dad to sort out a refund.

SWINDLED OF SWINDON

I've been looking for a copy of *Quake II* for ages, so I was really happy when I found one at my

local car boot sale. The cover was a bit tatty, but the disc looked OK. But when I got it home it didn't work and my brother said it was a pirated copy. I went back to the car boot sale the next Sunday, but the bloke who sold me the game wasn't there. What can I do to get my money back?

Stacey Sanchez, Swindon

Not much, especially if you can't find him. Even if you do see him again, he doesn't sound like the sort of gentleman who'd hand you

back your cash without an argument. As he's not a recognised trader, the law can't really help you either.

MONKEYING ABOUT

You say that *Ape Escape* is a brilliant game, but I can't find it anywhere. I'd love to buy a copy. What do you suggest?

Bobby Gadrew, Dunfermline

Try some of the websites that we recommend, or place an ad in your local free paper. On www.gamestation.co.uk we found a copy for £7.99!



http://www...

Worldwide shopping: The Net is great for finding budget titles, but not so hot for buying used games

TRADING PLACES

So you don't want to shell out for full-price games in the shops. Where do you go instead?

HIGH STREET SALES

On the high street, you get the personal touch. You can see the goods you're buying before you pay for them and you can meet the person who's selling them to you. If your hot new copy of *Tony Hawk's Pro Skater 3* doesn't work, you can just take the faulty disc back and ask for another copy. And don't let them give you any nonsense. If the game you bought was faulty when you bought it, and you have informed the shop within a few

days, you are entitled to a replacement copy – or a refund if you prefer. What could be simpler?

Of course, if you happen to live in the bum-end of nowhere, you don't have time to wade through the shopping crowds or you're not rich, you might want to avoid shopping on the high street altogether.

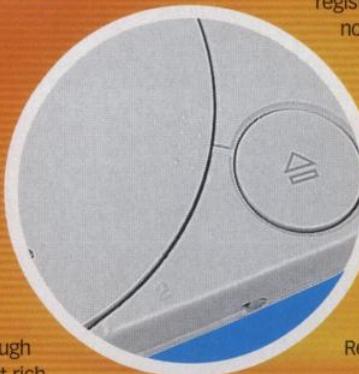
Ease

Price

Reliability

PRIVATE SALES

You might see a hand-written



advertisement on a noticeboard, in a cornershop window, or in a free ads newspaper. You might find a wonderful new stall at a car boot sale with games falling off the table.

You should be able to find loads of bargains in all these places, but buying privately is fraught with danger. If the person selling the games is not a registered trader – and they're probably

not – your statutory rights are affected (see *Know Your Rights* on page 108).

This means it will be very difficult to get your money back if there's a problem with the game. So before you buy, check that it works and check also that it's not a fake (see *How To Spot A Fake* on page 109).

Ease

Price

Reliability

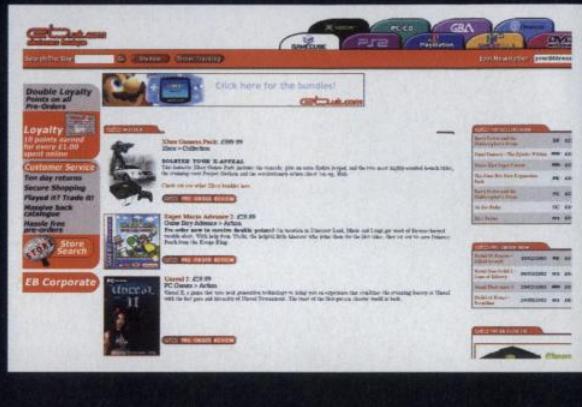
INTERNET SALES

The Internet gives you access to many

WEBSITES

Find a game at the right price using the Net's most popular trading posts

There are very few second-hand games websites that we'd give time to. Most of those below are handy for finding bargain new games. Gamestation and eBay have large second-hand sections.



"Buying games privately is fraught with danger"



ELECTRONICS BOUTIQUE

www.eb.co.uk

There are no second-hand games available online although the company does offer them in its UK stores. However, this site is still a good place to check out prices and make sure you're getting value for money.

GAMESTATION

www.gamestation.co.uk

With plenty of shops on the high street and an excellent website with a good stock of second-hand games,

Gamestation is a good, safe bet for buying used games.

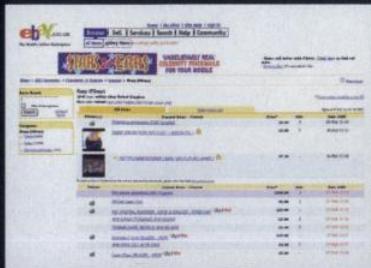
GAMESSTREET

www.gamesstreet.co.uk

Gamesstreet is a standard online games store, similar to the Electronics Boutique, however if you click to www.xchangestreet.infront.co.uk/ you'll find that the site also hosts a nifty second-hand service.

THE GAME ZONE

www.thegamezone.co.uk



Another good website for new games, and with some great online-only bargains. It's well worth checking out, as you may find you can get new games cheaper here than you can second-hand.

EBAY

<http://listings.ebay.co.uk/aw/plistings/list/category16153/index.html>

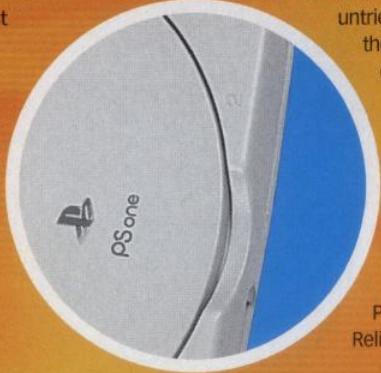
An auction site with hundreds of second-hand PlayStation games on offer. The only difficulty is finding exactly the game you want when you want it. If you're more flexible, you will find a bargain.

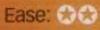
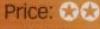
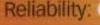
more retailers than any high street, and this means you can go much further in your hunt for a bargain price (see The Knowledge Top 40 on page 110 for an idea of the savings you can make online). However, there are a number of drawbacks you should be aware of.

First, you must make sure that you are actually going to receive the goods you have paid for, as there are some people who will try to take a few quid off you for a game they have absolutely no intention of sending.

Second, you won't know until you receive the game whether it's a genuine copy or a fake, so only buy from reputable outlets and make sure you know how to get in touch with the company if there's any problem with the delivery of your game.

And remember, just because you have accepted the game from the postman doesn't mean you have legally accepted it (see Know Your Rights on page 108).



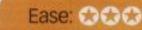
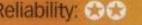
Ease: 
Price: 
Reliability: 

SWAPPING

Your mate has got a game you want and you've got one she wants. This is a simple problem to overcome, as you can just swap them. But make sure that both of you are getting what you expect. Don't try to palm someone off with a disc that won't run, and make sure the other person is not trying any similar funny business with you.

The same goes for people you don't know. You don't want to get a reputation for doing a bad deal; it would mean you lose out on any swaps in the future.

Rather than just swapping discs untried, take time to invite the seller over to your pad, or pop round to their house and give the disc a spin before you trade. You might save yourselves a few arguments.

Ease: 
Price: 
Reliability: 



Fair trade: Don't try to swap a duff disc – you wouldn't want to end up upsetting a bloke like this



KNOW YOUR RIGHTS

As you weigh up that tempting second-hand deal, be sure to know the law...



When you buy a game from a trader in the UK – anyone from Harrods to your local market stall – you have statutory rights. These state that the game you buy must be:

→ **A SATISFACTORY QUALITY**

It must work, although while you can still expect a second-hand game to work perfectly, you cannot expect its packaging to be in perfect condition.

→ **FIT FOR ITS PURPOSE**

As long as you explain to the trader exactly what type of console you have, they must sell you a version of the game that will work on your console.

→ **AS DESCRIBED**

It must be what it says it is. If you open your copy of *Pro Evolution Soccer* to find *Junior Sports Football* inside, you are entitled to your money back.

You have the same rights if you buy the game in a sale – so beware of traders with signs that say "No refunds on sale goods". You also have the same rights even if you've lost the receipt, though this is good evidence of where and when you bought the game.

And remember, you always have the right to a full refund on faulty goods; you do not have to accept a replacement or credit note if you don't want to.

When you buy privately – from a mate, a neighbour or from a car boot sale – you have fewer rights. And you

HOW TO COMPLAIN

If there's something wrong with your game, tell the person who sold it to you within the first few days. You will lose your statutory rights once you have legally accepted the game – which means after you've had it long enough to check you're happy with it. If you can't get to the shop, phone them, tell them what's wrong and get the name of the person you speak to. If the game was a present, ask the person who bought it to take it back, as they have rights, not you.

have even less protection if you simply change your mind. If it's you who's done the damage, you're on very thin ground indeed.

The Office of Fair Trading (see right) can give you more advice on your statutory rights.



"You can still expect a second-hand game to work perfectly"

OFFICE OF FAIR TRADING

search... email
theOFT

Consumer Help
Understanding your rights

1. **STATUTORY CONSUMER RIGHTS**
2. **SECOND-HAND DIRE**
3. **HOLIDAY PROBLEMS**
4. **PROBLEMS WITH YOUR CAR**
5. **HOME AND CONTENTS**
6. **WHAT TO KNOW**
7. **HOW TO COMPLAIN**

These pages give general advice on your consumer rights in the United Kingdom. They also information on the rights under the law and how to complain if you are unable to find someone who can help with your problem. There is also information on shopping on credit and on getting out of debt. The information here provides only general guidance and should not be used as a substitute for the law. In many cases you may wish to seek further advice relevant to your individual case.

Advice and information sections

Shopping from home
A Consumer's Guide to Funerals

Free advice: The OFT is there to help you. Visit its website at www.oft.gov.uk

THE OFFICE OF FAIR TRADING

When you feel cheated and all else has failed, call in the heavies...

The Office of Fair Trading (OFT) is there to protect your consumer interests by ensuring that businesses are fair and competitive. It is an independent professional organisation and believes that markets work well when businesses are in "open, fair and vigorous competition with each other for the consumer's custom".

It's a free market thing. The idea is that people aren't going to try to give you a bad deal when they know you always have the option of going to the next shop and buying the same thing there for a better price.

THE OFT OPERATES IN THREE AREAS:

→ **COMPETITION ENFORCEMENT**

It ensures there is strong and fair competition in the marketplace so that consumers get the best guarantee of choice and value.

→ **CONSUMER REGULATION ENFORCEMENT**

The OFT protects your consumer rights, against those nasty little people who would take your money off you without giving you what you asked for in return.

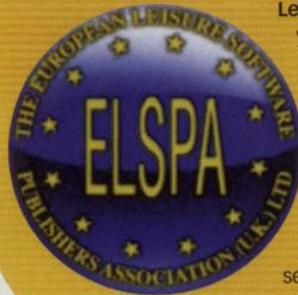
→ **MARKETS AND POLICIES INITIATIVES**

It investigates markets (such as the second-hand PlayStation game market) to see how they work and how they might work better in the interests of the consumer.

You can find out more at the OFT's website, at www.oft.gov.uk or from its local-rate helpline, on 08457 224499.

ELSPA AND PIRACY

That disc in the photocopied CD sleeve may look great for a fiver, but the game will probably degrade after a few hours...



Let's say you want a new game but you don't want to pay £30. Supposing you decide to buy a counterfeited copy, for a fiver.

Is it a bargain? You might think so, but what can you do if your game doesn't work? Take it back? No chance, mate. Check it before you buy? Not good enough either, as publishers are now building security devices into their software that make illegal copies degrade after a few hours of play. Just imagine... you're

playing *LMA Manager 2002* and you've won your first three games of the season, when suddenly the entire club disappears.

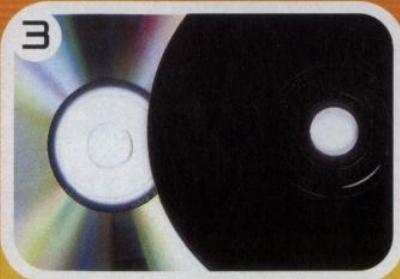
ELSPA (The European Leisure Software Publishers' Association) reckons pirate CDs have lost the UK games industry three billion pounds. Games piracy threatens the existence of development and publishing houses and, without them, you don't get more games.

If you think you've bought a fake, call ELSA, confidentially, on freephone 0800 555 111. You may even get a reward.



HOW TO SPOT A FAKE

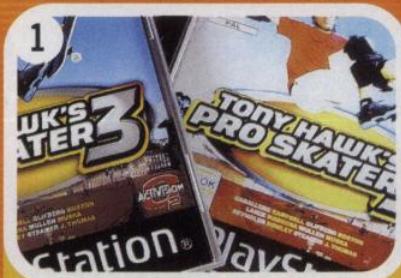
Check for these five tell-tale signs to help you avoid counterfeit games



→ PS1 discs are black polycarbonate and they are always black on the underside. If yours isn't, then it's counterfeit. PS2 games are blue (CD-ROM) or silver (DVD)



→ PlayStation discs are non-recordable. If the disc you are looking at is recordable then that is exactly what someone has done. It's a fake



→ Start with the cover packaging and look for shoddy printing. Is the picture straight? Is it a photocopy? If the cover is a copy, the disc inside probably is too



→ Look at the writing. Is it written in English? Is it a PAL version? If it's not the same as the one on the high street – in every way – you should be suspicious



→ Look at the box cover again and you should see a hologram in the corner. No? Look more carefully. No? Alarm bells should now be ringing in your ears



FEATURE

Game Over? No Way!

THE KNOWLEDGE TOP 40

We've hunted high street stores and websites and picked the best bargains



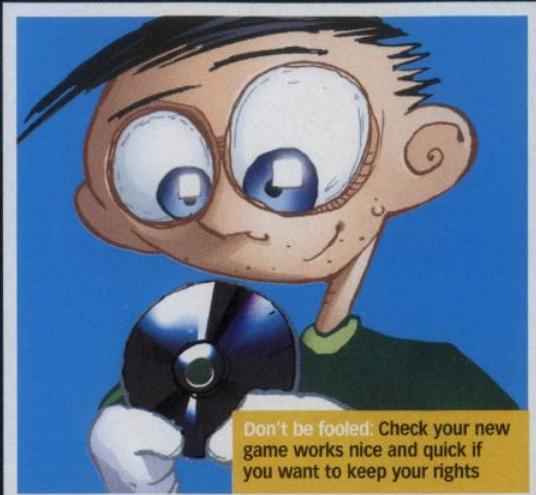
Our table gives you a rough idea of the prices being asked for second-hand games. We tracked down 13 top games at

less than half their high street prices. The best buys were *WWF Smackdown 2* at one third of its new price and both *V-Rally 2* and *Colony Wars: Vengeance* at a quarter of the usual charge.

Game name	High street price (new)	High street price (second-hand)	Internet price (new)	Internet price (second-hand)
<i>Quake II</i>	19.99	8.99	13.99	9.99
<i>Alien Resurrection</i>	19.99	13.99	18.99	11.99
<i>Time Crisis</i>	19.99	9.99	18.99	12.99
<i>Colony Wars: Vengeance</i>	29.99	11.99	9.99	7.99
<i>Medal Of Honor</i>	19.99	11.99	15.99	9.99
<i>ISS Pro Evolution 2</i>	29.99	14.99	28.50	16.99
<i>Tony Hawk's Pro Skater 2</i>	19.99	10.99	18.99	10.99
<i>Everybody's Golf 2</i>	19.99	11.99	23.50	14.99
<i>Anna Kournikova's Tennis</i>	9.99	4.99	8.99	7.49
<i>NFL Blitz 2000</i>	9.99	6.99	9.99	6.99
<i>Gran Turismo 2</i>	19.99	13.99	13.99	9.99
<i>TOCA: World Touring Cars</i>	19.99	11.99	18.99	11.99
<i>Colin McRae Rally 2.0</i>	19.99	13.99	15.99	11.99
<i>Formula One 2001</i>	29.99	18.99	23.50	14.99
<i>V-Rally 2</i>	19.99	6.99	7.99	4.99
<i>Driver</i>	9.99	6.99	7.99	4.99
<i>Grand Theft Auto</i>	9.99	6.99	9.50	6.99
<i>Rollcage Stage II</i>	19.99	10.99	13.99	9.99
<i>World's Scariest Police Chases</i>	24.99	15.99	23.50	17.99
<i>Wipeout 3: Special Edition</i>	9.99	6.99	18.99	14.99
<i>Metal Gear Solid</i>	19.99	10.99	15.99	9.99
<i>Tomb Raider</i>	9.99	6.99	7.99	4.99
<i>Resident Evil 2</i>	9.99	6.99	15.99	7.99
<i>Silent Hill</i>	19.99	10.99	15.99	13.99
<i>Syphon Filter 2</i>	19.99	11.99	14.99	12.99
<i>Ape Escape</i>	19.99	10.99	14.99	7.99
<i>Abe's Exoddus</i>	9.99	5.99	13.99	6.99
<i>Spider-Man 2</i>	24.99	15.99	21.99	19.99
<i>Spyro 2</i>	19.99	11.99	14.99	13.99
<i>Crash Bandicoot 3</i>	19.99	11.99	18.99	14.99
<i>Tekken 3</i>	16.99	13.99	18.99	12.99
<i>WWF Smackdown 2</i>	29.99	13.99	15.99	9.99
<i>Tekken 2</i>	19.99	11.99	15.99	7.99
<i>Soul Blade</i>	9.99	6.99	9.50	6.99
<i>Street Fighter Alpha 3</i>	9.99	6.99	9.50	7.99
<i>Micro Machines V3</i>	9.99	6.99	9.50	4.99
<i>Crash Team Racing</i>	19.99	9.99	14.99	11.99
<i>Worms Armageddon</i>	9.99	6.99	9.50	7.49
<i>Bust-A-Move 2</i>	9.99	6.99	9.50	6.99
<i>Music 2000</i>	9.99	5.99	7.99	7.99

Thanks to Eplay of Bath, Bristol, Cheltenham, Finchley, Southampton and Staines for help with providing second-hand prices

Please note that prices are given only as a guide and may fluctuate



Don't be fooled: Check your new game works nice and quick if you want to keep your rights

THE GAMES WE'D GET

How much? Lured by our price list, gamers at OPM's office down tools...

"I want to get a copy of *Tomb Raider* to replace mine, which got trodden on by a blimpy mate, as I still think the original is the best. I want to be sure it works though, so I'm prepared to stump up a tenner for it on the high street."



Steve Faragher

OPM contributor and sad old git

"Without doubt *Tekken 3*. After years of constant two-player beatings, my copy won't get past the loading screen any longer. My friends don't come round anymore, my girlfriend left me. Sob... need Yoshimitsu and friends again."



Nick Ellis

Lonely games reviewer

"I'd go for *Quake II* as I've finally found some crazy freaks who are prepared to be my friends. Blasting their body parts all over the screen is strangely alluring and I haven't had the pleasure for quite some time."



Mike Jenkins

Record pie-eating writer of all things gaming

"I've been trying to get my hands on *Gran Turismo 2* for a while now – but I wasn't gonna fork out full whack for it when I haven't got all my licences on the first version yet!"



Daniel Vincent

Death-metal driver and designer

"Oh I'd get *Music 2000* and compose a new Leeds anthem. I'm in love with Leeds. We are L-L-Leeds, we are Leeds, Leeds, L-L-L..." (At which point Karl throws down his joypad and picks up his crayons.)



Karl Jaques

G-Gareth Gates lookalike and Leeds fan

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NEW
GAMES!



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manual doesn't tell you...



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1PSM2



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The Driver team ram raid Hollywood and leave
it smoking! Pick this out of your eyes NOW!

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1PSM2

NO.1 FOR PLAYSTATION 2

1PSM2

NO.1

1PSM2

NO.1

1PSM2

NO.1

1PSM2

NO.1

1PSM2

NO.1

NEW ISSUE OUT NOW!



NEXT MONTH
Don't Miss...

RAYMAN RUSH

OPM BRINGS YOU THE WORLD'S FIRST REVIEW

RAYMAN RETURNS TO THE PS1 IN THE CRAZIEST
CARTOON BATTLING TITLE SINCE CRASH TEAM
RACING. IT'S THE COMEBACK OF THE DECADE!

Do not miss this...

SVEN - THE GAMES AND THE MAN!

OPM MEETS ENGLAND'S NUMBER ONE
TO TALK PLAYSTATION, DARIUS VASSELL
AND, OH YES, THE WORLD CUP!

FIFA WORLD CUP 2002

The full review! Plus Alex Ferguson's
Player Manager 2002, Hellboy and ET in
our review-packed issue!



METAL SLUG X

Why SNK's brilliant new shooter will blow
you away. It's this year's arcade gaming sensation!

GREAT GAMES GALORE

Get the lowdown on Delta Force, Planet Of The Apes, Digimon
Rumble Arena, Firebugs, Capcom Vs SNK Pro and F1 2002.

ARE YOU A WINNER?

See the results of our Be A Developer For A Day compo. Who
will get to design their very own level of ATD's ace new game?

PANZER FRONT BIS TIPPED!

Go where others fear to tread in our tank-busting solution!

- ALEX FERGUSON **NEW!**
- SVEN'S WORLD CUP
CHALLENGE **NEW!**

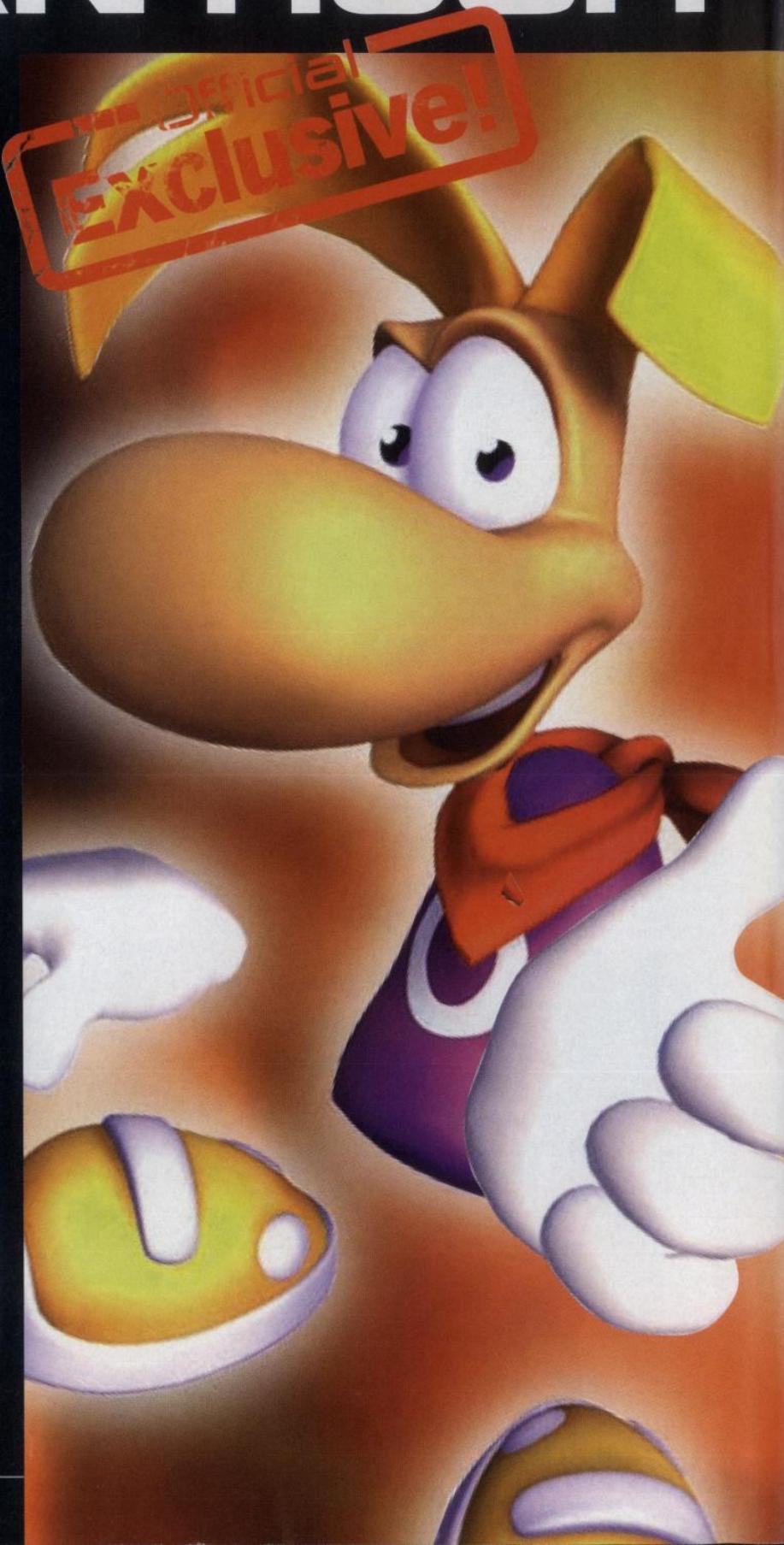
Plus heaps of classic demos, cheat downloads, and more!



ALL IN THE NEXT ISSUE OF
On sale April 19

PlayStation
Magazine

WARNING! All contents subject to change. We are occasionally helpless in the face of software companies daft ideas. Soz.





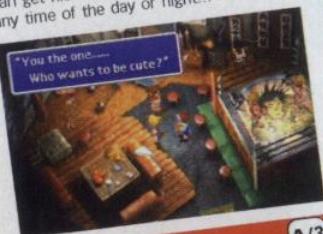
This month's gaming travel guide turns the red light on Midgar's town of dubious pleasure... the infamous Wall Street

FINAL FANTASY VII



HOTEL 'KALIPORNIA'

A nice well turned out hotel for the weary. Although, we were a tad surprised to see displayed in the main foyer a vending machine sporting male accessories! That said, the manager is very accommodating and insists that he can get his clientele anything they want at any time of the day or night...



GYM

Visiting interesting cities often leads to overindulgence and the gaining of a few unwanted inches. In Wall Street you can pound away at your slab in the local gym. Keep an eye out though, for the camp-looking men pumping iron. ooh check out those muscles!

CLOTHES SHOP

With all these dodgy activities on offer, you'll want a nice pair of strides to pose in. Apparently, the proprietor is especially adept at making women's dresses for the hairier sex - men. Then again, he is an alcoholic.

DON CORNEO'S MANSION

An arranged night-pass into the local celebrity's mansion is unlikely unless you're a bit of a stunner with little taste and even less morals. Not the most subtle of chaps, he's only interested in one thing, the human version of Pong! That said, he's been known to mistake cross-dressers for the real thing.



1/6

A/3

B/6

A/4



The Honey Bee: This is sin city with the brothel being the place to be

Partaking in the 'interesting' nightlife of the town, means you'll need somewhere to replenish your strength. A touch of fish is the order of the day in this sushi bar and they even throw in tickets that'll get you beauty products at the pharmacy. In other words, eat our food then naff off you ugly git!

HONEY BEE INN

Unlike the rest of Wall Street, this whorehouse owns up to what it is - a retreat for those who can't pull for toffee and are uglier than Quasimodo, - the only stipulation is that you've plenty of cash and are willing to part with it for the attentions of a female with the morals of a hoola hoop (loose around the hips).

L/1

MAP KEY

YOU WOULD LIKE IT IF...

- You're totally inept at pulling the fairer sex
- You like stepping into a dress or two on the odd occasion
- You're the Cheats Daddy

YOU WOULDN'T LIKE IT IF...

- Your missus was tagging along
- You spotted your mum
- You have more morals than money

FOR MORE INFORMATION
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PELLENT



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CHEATS UNLIMITED

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TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

PLAYSTATION

A = 0 1	Driver	M = 1 3	Star Trek: Invasion	A = 0 1	Ace Combat 4	H = 0 8	Half Life	Rune: Viking Warlord
Abe's Life	Ducati World	Mat Hoffman's BMX	Star Wars Demolition	Ace Combat 4	Age of Empires 2	S = 1 9	Harry Potter	S Palmer's Snowboarder
Abe's Exodus	Duke Nukem	Medal of Honor	Star Wars: Jedi P. Battles	Agent Under Fire	Headhunter	S	Silence of the Mem	Shadow of Memories
Abe's Odyssey	Dukes of Hazard	Medal of Honor Underg.	Street Fighter Alpha 3	Airblade	Herdy Gerdy	S	Silence of the Mem	Shadowman 2
Ace Combat 3	Dune	MediEvil	Syphon Filter	Alex F's Player Manager	Heroes of Might & Magic	S	Silence Hill	Silence Hill 2
Action Man Des. X	E = 0 5	MediEvil 2	Syphon Filter 2	Alone in the Dark 4	High Heat Baseball '02	I = 0 9	Silence Scope	Silence Scope 2
Air Combat	Eagle One Harrier Att.	Men in Black	Syphon Filter 3	American Pro Trucker	Int. Super Soccer	I = 1 0	Simpson's Road Rage	Sky Odyssey
Aladdin: Nasira's Rev.	ECW Anarchy Rulz	Men in Black: Crashdown	T = 2 0	Armoured Core 2	ISS Pro Evolution	J = 1 0	Sky Surfer	Sky Surfer
Alex F's Play Man 2001	Evil Dead	Metal Gear Solid	Tarzan	Army Men: Air Attack	J Bond: Agent Under Fire	K = 1 1	Smackdown! Just Bring It	Smackdown! Just Bring It
Alien Resurrection	Exhumed	Mickey's Wild Adventure	Tekken 2	Army Men: Green Rogue	Jak & Daxter	K = 1 2	Smugglers Run	Smugglers Run
Alien Trilogy	F = 0 6	Mission Impossible	Tekken 3	Army Men: Sgt. Hero's 2	Jeremy McGrath'	L = 1 2	Soul Reaver 2	Soul Reaver 2
Alone in the Dark 4	FA P. Igue Fball Man. 00	Monkey Hero	Tenchu 2	Army Men: Land Sea Air	Just Bring It	M = 1 3	Splashdown	Splashdown
Alundra	FA P. Igue Fball Man. 2001	Monsters Inc.	Tenchi: Stealth Assassins	ATV Off-Road Fury	Kengo: M. of Bushido	N = 1 4	Spy Hunter	Spy Hunter
Alundra 2	FA Premier League Stars	Monster Rancher	The Italian Job	Baldur's Gate	Klonoo 2	OSS - Snowboarding	SSX - Snowboarding	SSX - Snowboarding
Amerzone	Fade to Black	Mortal Kombat Trilogy	The Mummy	Batman Vengeance	Knockout Kings 2001	SSX Tricky	SSX Tricky	SSX Tricky
Ape Escape	Fear Effect	Mummy	The Simpson Wrestling	BIG: SSX Snowboarding	L = 2 0	T. Woods PGA Tour 2001	Star Trek: Elite Force	Star Trek: Elite Force
Apocalypse	Fear Effect: Retro Helix	Muppet Monster Adv.	The World is Not Enough	BIG: SSX Tricky	L. of Kain: Soul Reaver 2	Test Drive: Wide Open	Street Fighter Ex 3	Street Fighter Ex 3
Army Men 3D	F = 0 7	N = 1 4	Theme Hospital	Bloody Roar 3	Le Mans 24 Hours	Summoner	Sunny Garcia: Surfing	Sunny Garcia: Surfing
Army Men: Land Sea Air	FIFA 2000	NBA Live 2002	Theme Park World	Bond: Agent Under Fire	Legs of Wrestling	Super Bomber Racing	Super Bomber Racing	Super Bomber Racing
Army Men: Lock & Load	FIFA 2001	Nightmare Creatures	Thrasher Skate & Des	Bouncer	Lego Racers 2	Surfing Away Golf	Surfing Away Golf	Surfing Away Golf
Army Men: Omega Sold.	FIFA 2002	O = 1 5	Time Crisis	Cricket 2002	Lotus Challenge	T = 2 0	T. Woods PGA Tour 2001	T. Woods PGA Tour 2001
Army Men: World War	FIFA 99	Overblood 2	Time Crisis: Project Titan	CAPCOM vs SNK 2	Midnight Club	Tekken Tag Tournament	Test Drive: Wide Open	Test Drive: Wide Open
Atlantis	Fighting Force 2	Pac Man World	TOCA Touring Cars	City Crisis	Dark Cloud	The Bouncer	The Mummy Returns	The Mummy Returns
B = 0 2	Final Fantasy 7	Parasite Eve 2	TOCA Touring Cars 2	Code Veronica X	Dark Cloud	The Simpsons: Road Rage	Theme Park World	The Simpsons: Road Rage
Battle Tans: Global Assault	Final Fantasy 8	Player Manager 2001	TOCA World Touring Cars	Crash Bandicoot	Dead or Alive 2	This is Football 2002	Thunderhawk	This is Football 2002
Blade	Final Fantasy 9	Populous the Beginning	Tomb Raider	Crazy Taxi	Devil May Cry	Time Crisis 2	Time Splitters	Time Splitters
Breath of Fire 3	Fisherman's Bait	Premier Manager 2000	Tomb Raider 2	Cricket 2002	Donald Duck: Quack Att.	Tokyo Extreme Racer	Tomb Raider 4	Tomb Raider 4
Breath of Fire 4	Future Cop LAPD	Premier Manager 98	Tomb Raider 3	Dare Devil	Driving Emotion Type-S	Tony Hawk's Pro Skater 3	Top Gear: Dare Devil	Top Gear: Dare Devil
Brian Lara Cricket	Galerians	Premier Manager 99	Tomb Raider 4	Dark Alliance	Dynasty Warriors 2	Top Gun: Combat Zones	Top Gun: Combat Zones	Top Gun: Combat Zones
Broken Sword 1	Gauntlet Legends	Prince Naseem Boxing	Tomb Raider 5 Chronicles	Dark Cloud	Dynasty Warriors 3	Twisted Metal Black	Vampire Apocalypse	Vampire Apocalypse
Broken Sword 2	G-Police	Q = 1 7	Tombi 2	Dead or Alive 2	E = 0 5	Type-S: Driving Emotion	Victorious Boxers	Victorious Boxers
Bugs & Taz: Time Busters	Gran Turismo	Quake 2	Tomorrow Never Dies	Dave Mirra BMX 2	Eighteen Wheeler	U = 2 1	Wacky Races	Wacky Races
Bug's Life	Gran Turismo 2	R = 1 8	Tony Hawk's Pro Skater	Dead or Alive 2	Ephemeral Phantasia	V = 2 2	Warriors of M & M	Warriors of M & M
C & C: Red Alert	Grand Theft Auto	Rayman	Toy Story 2	Escape Monkey Island	Escape Monkey Island	W = 2 3	Weakest Link	Weakest Link
C & C: Retaliation	Grand Theft Auto 2	Rayman 2	Tunguska	ESPN Int. Track & Field	F = 0 6	F1 2001	Who Wants 2BA Million?	Who Wants 2BA Million?
C-12 Final Resistance	Ginch	Ready 2 Rumble Boxing	W = 2 1	Eternal Ring	F1 Champ. Season 2000	FIFA 2001	Wing Over 2	Wing Over 2
Champ. Man. Quiz	GTA: London 1969	Ready 2 Rumble Round 2	Urban Chaos	Evergrace	FIFA 2002	FIFA 2002	World Champ. Snooker	World Champ. Snooker
Chase the Express	Gundam Battle Assault	Reel Fishing 2	Vagrant Story	Evil Twin	Final Fantasy 10	Final Fantasy 10	World's S. Police Chases	World's S. Police Chases
Chicken Run	H = 0 8	Resident Evil	Vampire Hunter	Extermination	Formula 1 2001	Formula 1 2001	Worms	Worms
Civilisation 2	Hard Edge	Resident Evil 2	Vanishing Point	Extreme G 3	Four by Four Evolution	Four by Four Evolution	Worms Armageddon	Worms Armageddon
Colin McRae Rally	Harry Potter	Resident Evil 3: Nemesis	V-Rally 2	F = 0 6	Fur Fighters	Fur Fighters	Wu Tang: Taste the Pain	Wu Tang: Taste the Pain
Colin McRae Rally 2	Harvest Moon	Resident Evil: Survivor	W = 2 2	G = 0 7	Giants: Citizen Kabuto	Giants: Citizen Kabuto	WWF Attitude	WWF Attitude
Command & Conquer	Hercules	Road Rash Jailbreak	War Hammer: Horn. Rat	Gran Turismo 2	Gran Turismo 2	WWF Smackdown 2	WWF Smackdown 2	WWF Smackdown 2
Constructor	Hidden & Dangerous	Rogue Spear	Warzone 2100	Gran Turismo 3	Gran Turismo 3	WWF War Zone	WWF War Zone	WWF War Zone
Crash Bandicoot	Hogs of War	Ronin Blade	WCW Backstage Assault	Gran Turismo Concept	Gran Turismo Concept	X-Files	X-Files	X-Files
Crash Bandicoot 2	Hydro Thunder	S = 1 9	WCW Mayhem	Grand Theft Auto 3	Grand Theft Auto 3	X-Men Mutant Academy 2	X-Men Mutant Academy 2	X-Men Mutant Academy 2
Crash Bandicoot 3	In Cold Blood	Shadowman	Weakest Link	Spiderman	Spiderman	0 = 2 7	0 = 2 7	0 = 2 7
Crash Bash	ISS Pro Evolution	Sheep, Dog & Wolf	Who Wants 2BA Million?	Spiderman	Spiderman	007 Racing	007 Racing	007 Racing
Crash Team Racing	ISS Pro Evolution 2	Silent Bomber	Wing Over 2	Space Invaders	Space Invaders	007 World is not Enough	007 World is not Enough	007 World is not Enough
Crusaders of M&M	Italian Job	Silent Hill	World Champ. Snooker	Spec Ops: Covert Assault	Spec Ops: Covert Assault	0 = 2 7	0 = 2 7	0 = 2 7
D = 0 4	J = 1 0	Kick Off 2002	World's S. Police Chases	Spec Ops: Rangers Elite	Spec Ops: Rangers Elite	007 Ring of Red	007 Ring of Red	007 Ring of Red
D Mirra BMX: Max Remix	J.Bond: Tom. Never Dies	Knockout Kings 2001	Worms	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	007 Gunny Gear X Plus	007 Gunny Gear X Plus	007 Gunny Gear X Plus
D. Nukem: L. of Babes	Jade Cocoon	Koudelka	WWF Smackdown 2	Spiderman	Spiderman	007 Gun Griffon Blaze	007 Gun Griffon Blaze	007 Gun Griffon Blaze
D. Nukem: Time to Kill	James Bond: 007 RACING	Legacy of Kain	WWF Smackdown 2	Spiderman	Spiderman	Gundam: J to Jaburo	Gundam: J to Jaburo	Gundam: J to Jaburo
Dave Mirra BMX	James Bond: TWINE	Legend of Dragoon	WWF War Zone	Space Invaders	Space Invaders	Rumble Racing	Rumble Racing	Rumble Racing
David Beckham Soccer	Jedi Power Battles	LMA Manager 2001	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	Zone of the Enders	Zone of the Enders	Zone of the Enders
Die Hard Trilogy	Jimmy White's 2: Cueball	Loaded	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	0 = 2 7	0 = 2 7	0 = 2 7
Digimon Digi. Card Bat.	Jonah Lomu Rugby	Lucy	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	007 A. Under Fire	007 A. Under Fire	007 A. Under Fire
Digimon World	Jurassic Park: Lost World	M = 1 1	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	X-Squad	X-Squad	X-Squad
Digimon World 2	Kick Off 2002	K = 1 1	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	Xtreme G 3	Xtreme G 3	Xtreme G 3
Dino Crisis	Knockout Kings 2001	L = 1 2	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	Z = 2 6	Z = 2 6	Z = 2 6
Dino Crisis 2	Koudelka	Legacy of Kain	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	Zone of the Enders	Zone of the Enders	Zone of the Enders
Disc World 2	Legend of Dragoon	Legend of Dragoon	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	0 = 2 7	0 = 2 7	0 = 2 7
Discworld Noir	LMA Manager 2001	LMA Manager 2001	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	007 A. Under Fire	007 A. Under Fire	007 A. Under Fire
Disney's Dinosaur	Loaded	Loaded	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	X-Squad	X-Squad	X-Squad
Doom	Lucy	M = 1 2	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	Xtreme G 3	Xtreme G 3	Xtreme G 3
Dracula Last Sanctuary	M = 1 3	Lucy	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	Z = 2 6	Z = 2 6	Z = 2 6
Dracula Resurrection	M = 1 4	Lucy	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	Zone of the Enders	Zone of the Enders	Zone of the Enders
Dragonball Z	M = 1 5	Lucy	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	0 = 2 7	0 = 2 7	0 = 2 7
Dragonball Z: Final Bout	M = 1 6	Lucy	WWF War Zone	Spec Ops: Stealth Patrol	Spec Ops: Stealth Patrol	007 A. Under Fire	007 A. Under Fire	007 A. Under Fire

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